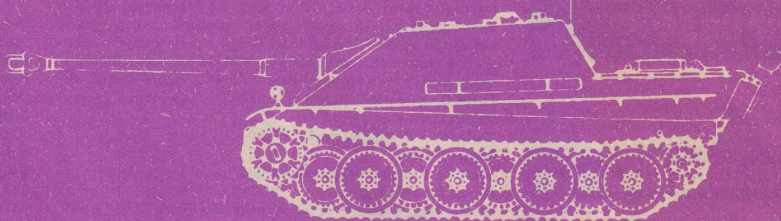




MILITARY SIMULATIONS PTY. LTD.



MAIL ORDER CATALOG

Winter 1997

MILITARY SIMULATIONS

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Europe At War

By Xeno Games, this magnificent game of WW2 in Europe & North Africa is in the league of *Axis & Allies*, but at one third less the price! With 290 plastic pieces in 6 colors, representing infantry, tanks, artillery, fighters, bombers, merchants, transports, battleships, escorts, carriers & subs. The rules are short and simple too! The game starts in 1939 with the invasion of Poland, and continues until one side wins. Two to five players can play, controlling between them the countries France, Britain, Poland, Russian, USA, Germany, Italy, Rumania, Hungary, Bulgaria, & Finland. All the minor powers are represented too, including Greece, Portugal, Switzerland, Turkey, etc. Players receive income to buy new units, they can develop technology; you can deliver armored breakthroughs, aircraft can be used for Air Cap, Tac Air Support, Strategic Bombing, or Air Transport. You launch amphibious assaults, send convoys, there are fortifications. There are 15 fields of technology, including A-bombs, rockets, armor, submarines, etc. Also has 119 counters, full color 24x36" map, 70 mini poker chips. Very thoroughly recommended!



Beat the Games Workshop Price Rise

Games Workshop have just changed over from using white-metal containing lead, to a new lead-free formula. The nett result is that the prices on all of their miniatures have just increased from 10% to 20%. *But don't despair!* Military Simulations purchased bulk quantities of Games Workshop's Citadel range to the extent that we can continue to offer the white-metal including-lead miniatures range, at the old prices! But please remember that this is only while stocks last. We estimate that our stocks will last from 3 - 6 months, so if you want to buy large quantities of Citadel miniatures at their old price, as listed in this catalog, please get your orders to us as soon as possible.

Wizards of the Coast Acquires TSR Inc

On April 10th, 1997, Wizards of the Coast Inc. and TSR Inc., the two leaders of the adventure gaming industry, announced that Wizards of the Coast will acquire TSR Inc. The transaction is expected to be completed in May, 1997. Peter D. Adkison, president of Wizards of the Coast, said, "TSR Inc. is the pioneer of adventure games and carries an important industry legacy. We look forward to drawing on TSR's world wide reputation and established lines of popular games to complement our current business." Lorraine Williams, president of TSR, said, "The synergies that already exist between Wizards & TSR ensure a solid home and future for the vast library of intellectual property which TSR has created, and for its creative community."

23 Years of Service

Military Simulations was established in 1974 and has been efficiently and reliably servicing gamers throughout Australia ever since. Orders are processed and shipped within 24 hours. Items out of stock at the time of ordering will be placed on back-order and sent to the customer as soon as it is available again - at no extra cost for postage.

The Show Room

Our well stocked showroom includes over 1,200 miniatures on display plus a huge range of wargames and roleplaying material. Customers are welcome to visit us, & gaming club members are entitled to a discount (with proof of membership). The showroom is open from 9.00am to 4.30pm Monday to Friday, and from 10.00am to 2.00pm on the first and third Saturdays of each month.

Mil Sims 1997 Warehouse Sale

Our once a year warehouse clearance sale is on Saturday, June 21st, 8.30am - 12.00pm. Address is 14/136 Cochranes Rd, Moorabbin, 3189. (It's in the warehouse behind Mil Sims.)

Credit Card Phone Orders Welcome

- ☎ Ring us between 8.30am and 5.00pm any weekday, tell us what you would like to order, and we'll tell you right there and then if it is in stock.
- ☎ If it is, quote your Bankcard/Mastercard/VISAcards number and we'll get your order off to you in 24 hours.

Ansett Express Delivery

If you pay extra to have your order sent via Ansett Express, orders to major cities will be delivered on the next working day. Delivery to country locations usually takes two working days. The charge is an extra \$5.00 for each \$100 value of that order. Cannot be delivered to PO Boxes or Mail Service addresses. All other orders will continue to be sent via our usual prompt courier or postal service.

ENQUIRIES

Our phone service operates from 8.30am to 5.00pm Monday to Friday. Queries regarding new releases, prices, stock availability, or order status are welcome.

COLLECTABLE TRADING CARD GAMES

Color Code

- New Item Now Available and in Stock
- New Item Not Yet Released

Aliens Predator CCG

I'm really excited about this one! To be released by a co-operation between HarperPrism and Precedence Printing. There will be three Starter Deck types: Alien, Predator and Marine. Each deck is composed of 40+ fixed cards plus additional Uncommons and Rares. You can play any deck type against any other type. At the beginning of each game a scenario is chosen and each deck type has different goals. Predator's goal is to collect trophies... and the more equipment he starts with, the more trophies he has to win. The Aliens start the weakest and with very limited numbers... their goal is to infect hosts and grow and consume everyone. The Marine's goals include rescuing civilians, and exterminating hostile alien lifeforms. Terrain cards create customised battlefields. Initial scenarios are set on a starship and at an outpost. *Due July '97.*

Alien Starter Deck (60 cards + rules)	\$14.95
Predator Starter Deck (60 cards + rules)	\$14.95
Marine Starter Deck (60 cards + rules)	\$14.95
Alien Predator Booster Pack (15 cards)	\$4.95
Alien Predator Booster Display (540 cards)	\$162.00

Arcadia II: King Ironheart

WHT Arcadia II: King Ironheart's Madness

The second trading card game set in the Changeling universe, which introduces new concepts that expand the gaming card genre. Enter a world crafted from the dreams and nightmares of mortals. Undertake a daring mission of espionage and sabotage against the Mad King Ironheart. Begin the adventure of a lifetime. Welcome to Arcadia. Set in Mechopolis, the capital city of Middlemarch. This is a nightmare city of iron, growing out of control, a twisted mechanical cancer devouring the landscape around it, darkening the skies with its smoke, thickening the sea and rivers with its industrial sludge. In its labyrinthine bowels, tortured slaves work to keep its Fack Tories running. At its borders, cog armies crush its enemies, making way for the dark city's further expansion. And high in the gargantuan tower of iron at the city's centre, the Mad King Ironheart cackles happily at all of this. He calls this "progress". But there are those who disagree - like you. There are no starter decks, you need to buy a Character Booster and a Story Booster, and you can play. A single card found in the booster packs contains all the rules needed.

Arcadia II: Character Booster (15 cards)	\$4.00
Arcadia II: CB Display (360 cards)	\$129.00
Arcadia II: Story Booster (15 cards)	\$4.00
Arcadia II: SB Display (360 cards)	\$129.00

BattleTech

WIZ BattleTech White Border

The limited black border version sold out the world around in about one week. The so called *Unlimited* version will in fact also be limited, but having white borders instead of black. We advise you to pre-order well in advance. An all new trading card game from the makers of Magic the Gathering. Based on FASA's BattleTech boardgame, this newest trading card game roars to life with armored combat set in the 31st century. Cards feature individual BattleMechs, stars of armored infantry, regular infantry companies, legendary characters, etc! In the BattleTech boardgame you control lances of four mechs, in this card game you are a high ranking general or House leader, who uses mechs and subterfuge to defeat his enemies. There are three different types of cards; mechs, which are the combatants of the game (and lots of them!); mission cards, which are meant to aid your mechs or hinder those of your opponent; and command cards, which represent the resources you use to build, or construct, your mechs and other projects. There are over 300 cards in the set.

BattleTech Starter Deck 60 cards, rules, dice.	\$15.95
BattleTech Starter Display 600 cards.	\$144.00
BattleTech Booster Pack 15 cards.	\$5.00
BattleTech Booster Display 540 cards.	\$162.00
Counterstrike Booster Pack 15 cards.	\$5.00
Counterstrike Booster Display 540 cards.	\$162.00

The first expansion to BattleTech brings new Mechs and legendary personalities to the battlefield. Players can include the abilities of the universe's most powerful warriors, such as Adam Steiner and Ulrich Kerensky, and new mechs such as Daishi Prime, Annihilator, Hermes.

Blood Wars

TSR Blood Wars

A stand alone, collectible trading card game by TSR, this time set in the Planescape Outer Planes. The game is playable in about an hour and easy to learn - and the cards look very nice, as compared to Spellfire. The game uses cards to send legions under powerful warlords to meet in combat to decide the fate of entire planes. Each

player will have a number of warlords and their armies, and can choose to conquer through combat or intrigue. Combat is a duel between the armies of two warlords; intrigue involves a warlord using political maneuvering and cajoling other players to achieve his end - except all the players can be involved in a duel of intrigue. The double Starter Deck includes rules and 100 cards, so that two players can play the game immediately.

Blood Wars Double Starter Deck (100 cards + rules)	\$5.00
Starter Display	\$25.00
Factions & Factions: Booster Pack # 2 (15 cards)	\$1.00
Factions & Factions Display	\$30.00
Leaders, legions and luck of the secret societies of the City of Doors Planes.	
Powers & Proxies: Booster Pack # 3 (15 cards)	\$1.00
Powers & P Display	\$30.00
Adds the gods themselves, who lead their own legions into eternal combat.	
Weapons & Warmongers: Bstr # 5 (Oct) 12 cards	\$5.00
Wpms & W. Display	\$162.00
Centers on new Kismet and support cards, along with the machinations of the Arcane.	
Hand of Fates: Bstr Pack # 6 (Nov) 12 cards	\$5.00
Hand of F. Display	\$162.00
125 new cards of mightiest powers, most destructive weapons, and deadliest Kismet cards.	

DiceMaster

IRO DiceMaster Collectible Dice Game

A collectible dice game, like *Dragon Dice*. Now players can enjoy complete, character based adventures with nothing more than a beautiful set of custom-crafted dice. Takes about 15 minutes to learn how to play, and then you pick a character and embark on a series of journeys, hoping to be the first character to gather six clues to solve the mystery set before you.

Cities of Doom Basic Set	\$39.95
With 31 6-sided dice and one 8-sided dice, and rules. The D6s come in three sizes. Each player needs a Cities of Doom Basic Set to play this game.	
Wilds of Doom Wilderness Set	\$32.95
Includes 24 6-sided dice, one D10 and one D12, a dice bag and tray. To use this expansion you must own Cities of Doom Basic Set.	
Doom Cubes Booster Expansion	\$9.95
Includes 7 6-sided dice and one D10 or D12, chosen randomly from 100 different dice. With these dice you can start playing "advanced game options" of Dicemaster.	

Dixie

COL DIXIE: Bull Run Factory Set	\$49.95
This boxed set contains every single BULL RUN card that were previously available as Starter Decks. In total there are 200 cards. This is a trading card game for the wargamer - the game feels like a miniatures game, with a battleline with two flanks and a centre, with reserves, terrain types, units of infantry, cavalry, artillery, and leaders. Every unit at Bull Run is found in the cards.	

COL DIXIE: Shiloh Factory Set	\$94.95
This boxed set contains every single SHILOH card that were previously available as Starter Decks. In total there are 400 cards. This is a stand alone expansion for Bull Run. The cards depict every regiment, battery and brigade officer present at the Battle of Shiloh, the first major battle of the US Civil War in the Western Theatre of 1862.	

COL DIXIE: Gettysburg Factory Set	\$64.95
We never got in the Gettysburg Starter Decks, but this is a great deal. This boxed set contains one each of all 250 Gettysburg trading game cards. The game plays by itself, and the cards depict every regiment, battery and brigade officer present at the Battle of Gettysburg, the most significant battle of the American Civil War. Players field their troop cards left, center and right, with a reserve behind the centre. To win you must occupy two of the opponents battle areas. You can also add terrain cards to enhance your defence, artillery has short and long range, you can use counter-battery fire, each unit has point values, counters are included to record hits on your units, generals don't count towards stacking limits and better generals add significant bonuses. Advanced rules allow a wider battlefield and larger armies, outflanking, decoys, etc. Recommended.	

COL Eagles - Waterloo Factory Set	\$75.95
This boxed set contains every single card for EAGLES, the Waterloo trading card game, where Wellington and Blücher dealt Napoleon his final defeat. The cards depict French, British, Dutch and Prussian regiments and generals from the battles of Ligny, Quatre Bras, Wavre and Waterloo. The game plays like a miniatures' game, so is very popular with wargamers. Can you as Napoleon out manoeuvre and defeat the Prussians and British? Can your cavalry crush the British squares?	

Dragon Dice

TSR Dragon Dice Collectable Trading Dice Game

First there were collectable trading cards - and now - collectable trading dice! This Game boxed set contains a unique mixture of collectable dice. Each player creates an army from the dice that he has collected, and roll dice to combat one another while striving to control the battlefield. There are over 300 dice in the set. The dice are colorful and come in many sizes.

Dragon Dice Starter Game 24 dice + rules	\$20.00
Each Game boxed set contains 24 dice with varying degrees of rarity.	
Dragon Dice Kicker Pack 2: Firewalkers (8 dice)	\$6.50
Features all-new dice, bringing a new race and more new abilities to the game. Also expanded rules.	Display \$70.00
Dragon Dice Kicker Pack 3: Undead (8 dice)	\$6.00
Armies of undead march into battle, forever changing the structure of power in the game. Also has expanded rules.	Display \$65.00
Dragon Dice Expansion: Magestorm! 18 dice	\$18.00
This deluxe expansion introduces magical items to the game. Also includes artifacts, new terrains, & elemental creatures. With 18 randomly assorted dice, dice bag, expanded rules.	
Dragon Dice Kicker Pack 6: Frostwings (8 dice)	\$12.95 April
Frostwings, creatures of air and death able to cast deadly blue and black magic - are featured in this expansion.	Display \$139.00
Dragon Dice Kicker Pack 7: Scalders (8 dice)	\$12.95 June
Armies of terrifying Scalders use their knowledge of fire and water to shift the balance of power. Expanded rules.	Display \$139.00
Dragon Dice Kicker Pack 8: Treefolk (8 dice)	\$12.95 Dec
The trees are revolting! A new race rises up out of the forests to combat the forces of death. Expanded rules.	Display \$139.00
Dragon Dice Deluxe Kicker 1: Champions (8 dice)	\$22.95 Aug
Introduces heroes to Dragon Dice. Includes 8 22mm dice from a selection of 60 different dice. Expanded rules.	Display \$248.00
Dice Commanders Manual	Due June \$28.90
This 192 page book contains the revised edition of the game rules, strategies for play, notes on collectibility, mythical campaign battles, rules variations, and rules for setting up tournaments.	

Magic: the Gathering

WIZ Portal; Easy to Play Introduction to Magic

A new introductory approach to *Magic the Gathering*. Introduces 215 new cards that make it easy to learn *Magic*. As with *Magic*, Portal is a strategic card game set in the mythical and fantastical world of Dominia. Using their cards to cast spells and summon creatures, two players "duel" against each other for control of Dominia's land. A game can be played in 15 to 30 minutes. Each Portal Starter Set includes everything needed for play.

Portal Starter Set Due June '97	\$14.95
Contains two preconstructed 35 card decks, a booster pack with 15 random cards, a strategy tip card, a detailed play guide, two paper playmats, and an easy to follow rulebook. Note: every Starter Set is the same!	
Portal Booster Pack Due June '97	\$4.75
Contains 15 random cards selected from the 215 different cards in the set.	

WIZ Magic: Quick Start Set - Conquest \$36.00

An introductory game to *Magic* featuring preconstructed decks with step-by-step guides for two players. With 57 card preconstructed decks, each divided into basic and advanced concepts, a step by step guide for each player with easy to understand instructions, three quick reference cards, a newly revised easy to follow rulebook, and a mini-Duelist magazine with advanced strategies.

WIZ Magic: 5th Edition

Now in its 5th Edition, *Magic: The Gathering* is still the hottest game and set of collectable trading cards all around the world. It is published by Wizards of the Coast, and is the first product in the Deckmaster System. To play, two players shuffle and cut each others decks, the top card of the cut becomes that player's Ante. Seven cards are dealt, the remainder form the Library, from which cards are drawn - discards go into the Graveyard. Each player has 20 Life Points, and the winner is the first to reduce his opponent to 0. The loser forfeits the Ante. The rationale of the game is that you and your opponent are mighty sorcerers and are fighting a duel in another dimension. In the beginning nothing exists in the dimension, and everything must be drawn into it by a Spell card. Spells are cast using Mana, which comes from land cards. Creatures are also called forth to do battle against the opponent.

Magic 5th Ed Starter Deck 60 cards + rules	\$14.95
Starter Deck Display 720cards	\$162.00
This new edition contains over 400 cards selected from Fourth Edition, Ice Age, Fallen Empires, Homelands and Chronicles. Nearly half the cards are from sets other than Fourth Edition. Features new art on almost half the cards by 50 new artists.	
Magic 5th Edition Booster Pack 15 cards	\$4.75
Magic 5th Edition Booster Pack Display 540 cards	\$153.00

Magic: The Dark Booster Pack 8 cards	\$10.00
The Dark Display 480 cards	\$570.00
The value on these limited edition black border cards is continuing to rise. Our stocks are limited, so please get your order in quickly. There are over 100 new cards in the series.	
Magic: Fallen Empires Booster Pack 8 cards	\$3.00
Fallen Emp Display 480 cards	\$162.00
In the southern oceans of Dominia Prime lay a continent of great kingdoms. But as the climate changed, resources dwindled and empires crumbled. Hideous new species arose in the forests and seas, forcing the Sarpadians to fight for their very survival. Icatian towns mustered Phalanxes to defend themselves from orc raiders and the misbegotten spawn of uncontrolled black magic. Recruit these toughened warriors and vicious predators into your duels.	
Magic: Chronicles Booster Pack 12 cards	\$4.00
Chronicles Display 540 cards	\$162.00
This includes a random assortment of cards from Arabian Nights, Antiquities, Legends, and The Dark. The Legends cards are the most prominent in the mix, and only a proportion of each type will be re-	



released in the booster pack display. These cards have white borders.

Homelands Booster Pack 8 cards	\$3.00
Homelands Booster Pack (480 cards)	\$162.00

Hidden away by a mysterious wizard for generations, the forgotten world of Homelands awaits discovery. Revealed within are many peoples, cultures, and creatures in a realm of complex allegiances and sinister plots.

Magic: Visions Booster pack 15 cards	\$4.75
Magic: Visions Booster Display 540 cards	\$153.00

Over 160 new cards that can be played with Magic, Ice Age or Mirage. Contains more cards featuring flanking and phasing rules, a new game mechanic to challenge even veteran players, exotic, new original art.

Magic: Weatherlight Booster pack 15 cards	\$4.75
Magic: Weatherlight Booster Display 540 cards	\$153.00

A limited black border expansion with over 160 new cards that can be played with Magic, Ice Age or Mirage.

WIZ Magic: Ice Age

Ice Age can be played by itself as a stand-alone game, or used as a standard expansion for Magic: The Gathering. It has been many centuries since the war between Urza and Mishra. The battered landscape has become a frozen desert, and the creatures of the world of Dominaria struggle for survival. One society has risen out of the cold chaos, defending itself against both the brutal forces of nature and the attacks of nomadic tribes that have emerged in the surrounding wastelands. And through it all, a twisted necromancer flourishes in deep winter, intent on using his powers to keep the world dark and cold. You may have the skills to survive, but can you withstand the icy wilderness of Dominaria's Ice Age?

Ice Age Starter Deck 60 cards + rules	\$15.95
Starter Display (600 cards)	\$144.00
Ice Age Booster Pack 15 cards	\$4.95
Booster Display (540 cards)	\$162.00
Alliances Booster Pack 12 cards	\$4.75
Alliances Display (540 cards)	\$153.00

As the Ice Age recedes, Dominaria wakes from its long, cold sleep. Its people face a world torn by natural and political storms, and they must now join forces if they are to survive the coming years. For Dominaria, it is a season of struggle, an era of hope, and a time for new alliances. This expansion features around 110 new cards, which can be used in either Magic or Ice Age games.

WIZ Magic: Mirage

An expansion like Ice Age that can be played with Magic or played by itself. It is set in the tropical setting of Jamuraa, on the equator of Dominaria. Teferi's Isle, off the coast of Jamuraa, disappears after a wizard's time experiment goes wrong, and more than 100 years later the island reappears. And its inhabitants are horrified by the unrest that has erupted in the land while they've been gone, and war soon breaks out. There are over 300 new cards in the set, including new rules variants. The artwork is a definite improvement over previous Magic releases.

Mirage Starter Deck 60 cards + rules	\$14.95
Mirage Starter Display (720 cards)	\$162.00
Mirage Booster Pack (15 cards)	\$4.95
Mirage Booster Display (540 cards)	\$162.00

WIZ Magic Card Boxes \$7.50

Wizards of the Coast have released two styles of full color Magic card boxes, each high quality box able to hold 1,200 Magic cards. The boxes are shipped flat and are easily assembled. There are two types: *Mirage Card Box*, all of which are the same color; and *Magic Card Box*, which you can choose from Black, Red, Blue, Green, White.

WIZ Magic: Pocket Players Guide Revised \$17.50

A paperback book that contains updated rules for Magic: The Gathering, along with examples to illustrate play and conversion notes for players used to the original Magic rules. Provides tips on how to maximize your game skills using deck-building strategies. Also answers to your Magic questions, rules for league play, tournament play, and multi-player games. Also a complete card list.

Middle Earth: The Wizards

ICE Middle Earth: The Wizards Limited Edition

During the Third Age, the Valar sent five Istari to Middle Earth to unite and counsel the Free Peoples in their struggles against Sauron, the Dark Lord. These Maiar were forbidden to dominate the peoples in Middle Earth or to match the power of Sauron with power. The five Istari were known as Wizards in Middle Earth, and their names were: Gandalf, Saruman, Radagast, Alatar and Pallando. In this card game, you play one of these five wizards. The goal of each wizard is to marshal the forces of the Free Peoples so that Sauron can be successfully resisted until the One Ring is destroyed. The five wizards don't agree on how to achieve this and so the battle is on. Only Gandalf remained true to his task: eventually marshalling the characters and forces that withstood Sauron's might long enough for the Fellowship to destroy the One Ring. There are 480 + cards in this Limited Edition 1st printing, and features artwork from dozens of painters, including Angus McBride, Liz Danforth, Mark Poole, etc. The artwork so successfully captures the spirit and theme of Middle Earth. The game is quite different to other trading card games, in that it is not about killing your opponents' characters or defeating his armies. This game is much more strategic. You lose instantly if your wizard is corrupted (like Saruman), or dies fighting the forces of evil; you win instantly if you manage to destroy the One Ring; otherwise, the player who marshals together the greatest resources, such as characters, allies, items, & factions, & so best able to resist Sauron, is the one who wins.

Middle Earth Starter Deck 76 cards + rules	\$15.00
Middle Earth Starter Display 760 cards	\$135.00
Middle Earth Booster Pack 15 cards	\$5.00
Middle Earth Booster Display 540 cards	\$162.00
Middle Earth: The Dragons Booster Pack 15 cards	\$5.00
The Dragons Booster Display 540 cards	\$162.00

The dragons were created by the Black Enemy and brought to Middle Earth to defeat the Valar and their children, the Free People. This expansion brings these terrifying creatures into your deck to challenge you and beckon you to their hoards. You can riddle with Smaug like Bilbo the Hobbit, match wits with Agurannar to discover his drakish flaw, and steal a priceless artifact while Scatha lies sleeping. This booster set contains 180 new black border cards. Beautiful artwork.

Middle Earth: Dark Minions 15 cards	Special \$2.60
Dark Minions Booster Display 540 cards	Special \$90.00

180 new cards including agents such as Grima Wormtongue and Bill Ferny, who can move from site to site hindering companies; Under-deeps such as the awful Under-gates of Moria or the foul Sulfur-deeps of Dol Guldur; Minions Stir such as Undead, and Orcs and Trolls start organizing for combat, and you must even content with frightened or captured characters; Quests - new missions with new challenges. This booster set contains 180 new black border cards. Beautiful artwork.

ICE Middle Earth: The Lidless Eye Limited Edition

With the release of this fully compatible and stand alone supplement, players will be able to play a Dark Lieutenant and use minions as "characters", forming companies and gathering power to advance Sauron's cause in Middle Earth. Has over 350 cards, with rules in the Starter Decks. I'm really looking forward to this one!

ME: The Lidless Eye Starter Deck 76 cards + rules	\$17.95 June
ME: The Lidless Eye Starter Display 760 cards	\$162.00 June
ME: The Lidless Eye Booster Pack 15 cards	\$5.40 June
ME: The Lidless Eye Booster Display 540 cards	\$175.00 June

Middle Earth: The Wizards Companion \$20.00

This companion book features annotated rules loaded with examples, in an easy to read format, including guidelines and clarifications; a comprehensive card list, a collection of scenarios for play; tournament guidelines, 6 pages of full color maps, depicting regions, sites, factions, etc.

Mythos - Cthulhu Collectable Card Game

CHA Mythos - The Cthulhu Collectable Card Game

The goal of the Mythos game is to travel to various locations described in the tales by Lovecraft, gathering allies, tomes, spells, and artifacts, while trying to avoid being driven insane. The game works for two or more players, with a two player session lasting from 30 - 60 minutes. Each additional player adds 20 minutes to the game. There are a number of different investigators, each with different skills, different beginning sanity values, and other slight variances. There are 400 cards in the complete series, which includes Starter displays, the first Booster, and two further Booster expansions.

Mythos: Standard Game Set	\$25.00
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This game contains new cards that are completely compatible with the Limited Ed Mythos Starter Decks, now sold out. This game includes two customized 52 card decks, a corrupt deck and a steadfast deck. Each game consists of the same cards.

Cthulhu Rising Booster #2 13 cards	\$6.00
Cthulhu Rising Display	\$194.00

Cthulhu rises in power and becomes a major challenge threatening the world.

Legends of the Necronomicon Booster #3 13 cards	\$6.00
Legends of the Necronomicon Display	\$194.00

Explores the Middle East and the continent in a search for that fabled tome handwritten on 900 manuscript pages by a mad arab.

The Art of Playing Mythos: A Tome of Arcane Law \$18.00

This includes an updated version of the rules, complete card listings, deck construction ideas, and descriptions of the cards and their place in Lovecraftian literature.

Netrunner (Cyberpunk)

WIZ Netrunner (Cyberpunk) Limited Ed

The newest Deckmaster game from Richard Garfield, set in the dark techno-future of Cyberpunk. In the vast expanse of cyberspace,

ruthless Corporations scheme to accomplish secret agendas as they build elaborate fortresses of data. They hide their darkest secrets behind layers of exotic and deadly computer security. But Netrunners hack the system, infiltrating dataforts to liberate information. Outside, Corporations rule the world. You can have control of one corporation, what will you do with it? Or you can be a Netrunner, slamming into cyberspace to steal information from the Corporations.

Netrunner Double Starter Deck 120 cards + rules	\$36.00
Starter Deck Display 720 cards	\$194.00
Netrunner Booster Pack 15 cards	\$6.00
Booster Pack Display 540 cards	\$194.00



Spellfire

TSR Spellfire 4th Edition

Its no match for Magic, but it keeps on selling, being popular with die hard AD&D players. And now it has just been re-released as a Fourth Edition. With this expanded Fourth Edition Starter Deck you can destroy your opponents' empires with the spells, characters, and realms of the AD&D game worlds. 4th Edition is specially designed to defeat previous editions and booster packs. More than 150 revised cards replace obsolete cards from previous editions - and make any new player a worthy foe.

Spellfire Starter Deck 4th Edition 110 cards + rules	\$20.00
Starter Display	\$108.00

Revised rules for new character classes of Regent and Psionicist, unarmed combat Hero cards, new tournament rules.

Master of the Magic: Spellfire Reference Guide \$14.95

Includes the latest edition of the game rules, complete with diagrams and examples. Other chapters discuss strategies for building decks, tactics for playing the game, rule variations and tournament rules. All 797 individual Spellfire cards printed in 1994 are shown in full color with their rarity.

Spellfire Reference Guide Vol 2 \$40.00

The latest edition of the game rules, with diagrams and examples. Strategies for building decks, tactics, rules variations, and tournament rules, & color pictures of over 1,000 cards.

Star Trek Next Generation

DEC Star Trek Next Generation

By Decipher Inc, who brought us HOW TO HOST A MURDER, including one set in the Star Trek Next Generation Universe. The game features top graphics and photos from the series, plus a fast action game based on the action in the series. A brilliant game that will delight Star Trek fanatics, trading card collectors, and players of games such as Magic, as both the card art is superb and game play is refreshingly different and unique. Each player can put together his own deck of 60 cards, to suit his own chosen affiliation. You can be Federation (who are not permitted to attack, only defend), Romulan (who can attack Federation or Klingon), or Klingon (who can attack everyone - including themselves!) Your deck will include mission cards, which are laid out in a spaceline for both players to attempt to carry out - you achieve victory points for each mission completed; dilemma and interrupt cards, which you play on your opponent to slow his attempt to achieve missions; artifact cards; outpost cards, where you dock & launch ships, personnel appear, etc. ship cards, for all three races and non-aligned races, & which rate range, weapons, shields, personnel cards, crews with which to form Away Teams; & lastly equipment cards and event cards. Rules are 35 tiny pages.

Star Trek Unlimited Starter Deck 60 cards + rules	\$20.00
Unlimited Starter Display	\$194.00

These are the Unlimited White Border cards. Each starter deck has 60 cards, out of a total of 363. Each player needs at least one deck to play.

Star Trek Black Border Starter Decks 60 cards + rules	\$36.00
Limited Starter Display	\$388.00

4 - Trading Card Games

We've been able to dig up some of the original, first Black Border Printing of the Star Trek Next Generation Card Game. Each Starter Deck is still in its original shrink film.

Star Trek Next Generation: Booster Pack 15 cards \$5.50
Unlimited Booster Disp \$178.00
 A random assortment of 15 cards of the Unlimited White Border edition, with at least one rare and one uncommon card.
Alternate Universe Expansion 15 cards \$5.00
Alternate Universe Display \$162.00
 This first expansion contains 122 new cards. 49 of these cards contain subject matter related to alternate realities or universes: time travellers, parallel universes, illusory or visionary experiences, surreal worlds and different planes of existence. The remaining 73 cards expand upon existing elements of ST:TNG, deepening gameplay in various ways. The 1st Ultra-Rare Card, which is randomly packaged amongst Alternate Universe Packs, is of the Future Enterprise.
Q-Continium Booster Pack 15 cards \$5.00
Q-Continium Booster Display 540 cards \$162.00

The second expansion for Star Trek, this one features Q and his various meddling excursions into the Star Trek time line. Also features other cards from all areas of Star Trek.

First Contact Movie Booster Pack 15 cards \$4.95
First Contact Movie Booster Display 540 cards \$162.00
 The next expansion for Star Trek, this one taken from the excellent *Star Trek Next Gen First Contact* movie, which featured a showdown between the Enterprise and her crew and a Borg ship which travels back through time. *Due late June.*
Holodeck Adventures Booster Pack 15 cards \$4.95
Holodeck Adventures Booster Display 540 cards \$162.00
 The next expansion for Star Trek, featuring the many adventures experienced in the holodecks on the Enterprises, as well as other cards. *Due late November.*

Star Trek Next Gen. Card Game Factory Set \$150.00
 This Limited Edition Collector's Tin for Star Trek the Next Generation Customizable Card Game contains all 363 common, uncommon and rare cards from the basic set. The cards are printed with a distinctive silver border on the finest playing card stock available. Only 30,000 sets were made of this Factory Tin, so it has great collectable value. You can use the cards in all "official" games or tournaments. **Note Special Price**

Star Trek Collectible Dice Game

FIV Star Trek Next Gen First Contact Dice Game

By Five Rings Publishing, this is a collectible dice game set in the Star Trek Next Generation First Contact movie. You are in command of either the USS Enterprise, or of the Borg spheroid ship. The two ships battle to the death. Each Starter Boxed Set contains everything you need to use that particular ship in a game.

USS Enterprise Starter Boxed Set \$29.95
 Your dice represent your warp core, reserve power, shield strength, phasers, quantum torpedoes, damage control, impulse power, crew, etc. Includes: 25 x 20mm dice, being 3x D6, 5 x D8, 6 x D10, 7 x D12 and 4 x D20; a full color Bridge control panel, a full color ship shield and icon chart, a 24 page book of rules.

Borg Spheroid Ship Starter Boxed Set \$29.95
 This is the Borg Spheroid time travelling ship, not the Cube ship. Your dice represent your warp core, reserve power, shield strength, weapon systems, damage control, crew, etc. Includes: 25 x 20mm dice, being 3x D6, 5 x D8, 6 x D10, 7 x D12 and 4 x D20; a full color Bridge control panel, a full color ship shield and icon chart, a 24 page book of rules. The Borg dice are black and ominous!

Klingon Vor'cha Starter Boxed Set Due June \$29.95
 Your dice represent your warp core, reserve power, shield strength, weapon systems, damage control, crew, etc. Includes: 25 x 20mm dice, being 3x D6, 5 x D8, 6 x D10, 7 x D12 and 4 x D20; a full color Bridge control panel, a full color ship shield and icon chart, a 36 page book of rules.

Federation Galaxy Class Starter Set Due June \$29.95
 Your dice represent your warp core, reserve power, shield strength, weapon systems, damage control, crew, etc. Includes: 25 x 20mm dice, being 3x D6, 5 x D8, 6 x D10, 7 x D12 and 4 x D20; a full color Bridge control panel, a full color ship shield and icon chart, a 36 page book of rules.

Star Wars

DEC Star Wars Limited Edition

Decipher, the people who brought us Star Trek Next Gen Trading Card Game, have also done Star Wars as a trading card game. This is the Black Bordered Limited Edition Cards. With the game, players control, alter and feel the Force. The Rebel Alliance battles against the unrelenting power of the Empire. One player controls the Rebel Alliance and the good side of the Force, the other plays the Empire and the Dark Side of the Force. There are 324 common, uncommon and rare cards. Each Starter Deck contains 30 random Light Side and 30 random Dark Side of the Force cards. Booster packs have a random mix of cards from both sides of the Force. Cards have their artwork lifted directly from the Star Wars movie, and include Capital Starships, Starfighters, Vehicles, Weapons, Devices, Effects, Interrupts, Pilots, Warriors, Characters from the Alliance, Empire, Droids, Aliens, etc. The Empire tends to be more technologically advanced, better equipped, & the stronger aggressor; the Alliance makes more use of the Force, can enhance their defensive capabilities, & have a sense of honor. The rule book is 40 pages long.

Star Wars Starter Deck 60 cards + rules \$15.00
Starter Deck Display (720 cards) \$162.00
Star Wars Booster Pack 15 cards \$4.50
Booster Pack Display (540 cards) \$145.00
New Hope Booster Pack 15 cards \$4.50
New Hope Booster Display (540 cards) \$145.00

Cards taken from the movie Star Wars only, focusing on the Rebels attempts to destroy the Deathstar, and Darth Vader's attempts to stop them by destroying their hidden base.

Hoth: Empire Strikes Back Booster Pack 15 cards \$4.95
Hoth: Empire Strikes Back Booster Display (540) \$162.00
 One of three booster expansions set in The Empire Strikes Back movie. This expansion focuses on the Empire's assault upon Hoth, and the Rebel's attempt to stage a successful withdrawal. There are new rules, revisions of old rules, and a ton of cool new cards. Each of the game mechanisms is designed to increase strategic possibilities and add depth to the game. The *Hoth: Main Power Generators* card is one of the biggest and most interesting game functions in the set.

Dagobah: Empire Strikes Back Booster Pack 9 cards \$3.15
Dagobah: Empire Strikes Back Booster Display 540 cards \$170.00
 Yoda makes an appearance. Also included are Jedi Training, new weapons, asteroids, the Executor, TIE Bombers, Space Slugs, Bounty Hunters and their ships, and Dagobah locations. **Boba Fett is not included! Features 180 new limited edition cards.**

Cloud City ESB Booster Pack 15 cards \$4.95
Cloud City ESB Booster Pack Display 540 cards \$162.00
 The next expansion set in the *Empire Strikes Back* movie. We see Boba Fett, the Cloud City's denizens, etc. *Due late July.*
Scrye Magazine # 18: With Free Jedi Pack \$7.95
 Scrye Magazine # 18 has a free pack of eleven Star Wars cards. Each magazine has the same eleven cards. Includes a Hypercube Navigation Chart, and unique cards of Princess Leia, Han Solo, Governor Tarkin, to give you immediately the experience of playing with the main Star Wars characters.

Tank Commander

MOM Tank Commander: The Eastern Front

At last! A World War Two trading card game that has heaps of tanks! Tank Commander: The Eastern Front is a trading card game for two players covering tactical combat on the Eastern during WW2, from 1941 to 1945. There are 164 different cards, covering individual tanks, individual guns, infantry squads, transport, typical terrain, equipment and special events. I opened one deck of 60 cards, and it has 21 tanks and 9 AT guns. Every tank, truck, gun, infantry unit and terrain types has a point value. The rulebook outlines several types of scenarios. One is "Prepared Defense". The attacker has 200 points with which to put together his force. The defender has 120 points, but he gets five terrain cards free, in which to place his defending units. Other scenarios include DYO Scenarios, a simple tank battle, a German attempt to close a Russian bridgehead, a re-creation of Kursk, etc. Units are rated for long and short range penetration of their guns, frontal and side/rear armor thicknesses, to-hit numbers, small arms values, melee value, etc. **Tank Commander Starter Deck \$10.00**
Tank Commander Starter Display (720 cards) \$99.00

Ultimate Combat

ULT Ultimate Combat Martial Arts Trading Card Game

This is a martial arts trading card game, designed and written by martial artists, to be played by anyone with an interest in martial arts. Each card contains a photograph of a martial artist involved in some martial attack or defense posture, or while pursuing another aspect of the martial arts. All the martial artists pictured are repeat Champions in their field. There are 250 different cards to collect, using the moves of karate, judo, jujitsu, taekwondo, wrestling and boxing, enhanced by psychic powers such as chi and mantras, talismans, weapons, and armor.

Ultimate Combat Starter Deck (60 cards +rules) \$2.75
Ultimate Combat Starter Display (600 cards) \$25.00
Ultimate Combat Booster Pack (15 cards) \$0.75
Ultimate Combat Booster Display (540 cards) \$25.00

Vampire: The Eternal Struggle

WIZ Vampire: The Eternal Struggle

Wizards of the Coast have released 2nd Edition Jyhad, which they have called Vampire: The Eternal Struggle. The cards are compatible with Jyhad, and both sets of cards can be used in tournament play. The rules in this new version are reformatted and easier to understand. Variant rules increase the speed of play. Only some of the artwork and cards are new. There are over 300 cards.

Vampire: TES Starter Deck 76 cards + rules \$18.00
Starter Display (760 cards) \$162.00
Vampire: TES Booster Pack 19 cards \$5.00
Booster Display (684 cards) \$162.00
Ancient Hearts Booster Pack 12 cards \$4.00
Ancient Hearts Booster Disp (540 cards) \$162.00
 The tragic legacies of Mediterranean Kindred: the Camarilla, Assamite, & Set.
The Sabbat Booster Pack (28 cards) \$6.95
The Sabbat Booster Display (672 cards) \$150.00
 Limited print run of over 400 new cards. The Sabbat, Savage, diabolic. For centuries this malicious sect of vampires has rejected the ancient laws of the Undead and waged a war of blood and shadows against their enemies, the kindred of the Camarilla.

Wyvern

USG Wyvern Fantasy Trading Card Game

This is a game of dragons, dragon slaying, and treasure. Players rule over a vast empire where the dragons are paid gold to fight for you. The object of the game is to defeat an opponent's army on a battlefield of Terrain and Dragon cards while keeping as many gold pieces as possible. Treasure and Action cards help players to formulate an

overall strategy, and decks can be built in unlimited combinations of cards. There are a total of 239 cards available to be collected.

Wyvern Starter Deck (60 cards +rules) \$3.00
Wyvern Starter Deck Display (600 cards) \$30.00
Wyvern Booster Pack (15 cards) \$1.00
Wyvern Booster Pack Display (540 cards) \$30.00

X-Files

USP X-Files Trading Card Game

The X-Files collectable trading card game features photos taken directly from the award-winning show featuring Special Agents Fox Mulder and Dana Scully. The cards are designed to look like reports and files from the desks of the FBI and should appeal to both gamers and non-gamers alike. Covers the first season and the encounters that Scully and Mulder had that year, from weird critters to government plots and cover-ups. The objective: to identify your opponent's X-File while protecting the identity of your own X-File. Your resources are a team of FBI Special Agents, investigative equipment, witnesses and more. The challenge: overcome conspiracies and government cover ups as well as paranormal phenomena and supernatural activities as you attempt to solve the mysteries of the X-Files.

X-Files Starter Deck (60 cards + rules) \$15.00
X-Files Starter Deck Display (720 cards) \$172.00
X-Files Booster Packs (15 cards) \$4.00
X-Files Booster Pack Display (540 cards) \$129.00
X-Files Season III Booster Pack 15 cards \$4.95
X-Files Season III Booster Pack Display 540 cards \$162.00

A whole new series of cards taken from the Season III X-Files TV series. **More details later. Due May.**



Trading Card Accessories

CRF81100 DECK PROTECTORS \$10.00
 These Ultra Pro rigid top loading card protectors are the most important accessory ever released for collectable trading card game cards. The reason? They are specially designed for such cards. The protectors are only marginally larger than the card, so that card does not float around inside the protector and get scratched - the protectors fit into the pocket album pages; you can use them during game play, and they have no PVC, so they protect the cards while in storage. There are 100 protectors in one deck. There are 10 decks in one display. For a whole display... **\$90.00**

GYM Superpro Sheet Card Holders (1) \$0.50
 Each sheet fits in the above Collectors Album Ringbinder, and fits 9 cards. The plastic is totally transparent, and protects the cards from any scuffing, etc. I bought 100 pages for my Star Trek cards.

GYM Floppy Card Sleeves (100) \$2.00
 For this ridiculously little price, you get 100 card sized floppy, plastic, transparent sleeves. Each sleeve fits one card, and is a great way to protect your cards while keeping them in a usable format.

CRF Deck Binder \$17.00
 A plastic card box with embossed cover, designed to hold around 200 cards that are in plastic sleeves. There are two styles: Dragon Style, and Dark Style.

GRF Card Album \$20.00
 High quality card album with glossy cover. You need to buy Superpro Sheet Card Holders to put in the album. There are two styles: Dragon Style and Dark Style.

CRF50CB Ultimate Collection 50 Card Plastic Box \$3.95
 Made of durable, rigid plastic, this box fits 50 trading cards.

CRF100CB Ultimate Collection 100 Card Plastic Box \$3.95
 Made of durable, rigid plastic, this box fits 100 trading cards

ROLE PLAYING GAMES

Color Code

- New Item Now Available and in Stock
- New Item Not Yet Released

Amber

FANTASY A unique fantasy/sci-fi role playing game that does not use dice! By **Phage Press**.

Amber RPG A complete new role playing system, with three complete adventures, including *Throne War*, *Battleground on Shadow Earth* and *Into the Abyss*. Features the *Attribute Auction* system where players bid against each other to create a unique family of immortal player characters; enter a universe where *Pattern* lets you walk to any world you can imagine, where *Logrus* tendrils can reach across infinite dimensions, and where *Shape Shifting* lets characters sprout wings. A mature, demanding, and time consuming system that puts character development above all else. 256 pages, over 100 of which give tips on role playing style & technique with dozens of examples. \$36.95

Shadow Knight A massive 254 page sourcebook covering Broken Patterns scattered through the Shadow, constructs, the Corridor of Mirrors, demons, the Fount of Power, ghosts, the Lords of Chaos, the Pit, Shadowmastery, ancient artifacts called Spikards, Suhuy the ancient Keeper of the Logrus, King Swayvill, blue stones called Tragoliths, the Undershadow, etc. \$36.95

Aria

FANTASY A myth generation system that develops characters, cultures, myths and legends. By **Last Unicorn Games**.

ARIA RPG *Aria*, Cantic of the Monomyth, is a sophisticated environment-oriented fantasy roleplaying game of politics, cultural interaction, and subtlety. It is a game dedicated to playable realism on an epic scale. The legends and stories created in *Aria* affect the societies and cultures in which they occur. With 494 pages! There are two sections in the book. *Myth Creation* with guidelines for creating mythic species, races, & cultures; *Persona Creation*, providing a comprehensive outline for methodical *Persona* generation. \$45.00

Aria Worlds This book contains guidelines to create your own fantasy world. Its system of society design enables you to create in detail a village, a manor, a market town, a kingdom or continent or world. \$40.00

Armored Trooper VOTOMS

SCI-FI RTG brings us another high quality RPG based solely upon Japanese animation. By **RTG**.

Armored Trooper: Votoms The official licensed role playing game of AT VOTOMS. Based on the hit media action series originally released by Sunrise in Japan and brought to the US by Central Park Media. *At Votoms* is a rich, complex SF setting, packed with combat, intrigue and a unique central motif, the man-sized powered fighting machines known as Armored Troopers. Produced in the same style as *Bubblegum Crisis*. Due August '97. \$39.00

ARS MAGICA 4th Ed

FANTASY Roleplaying's most realistic and dynamic storytelling game of magic set in the 13th century. It allows you to play the role of power wizards. This is the 3rd Edition. **Atlas Games** have taken over development and production of *Ars Magica*.

ARS MAGICA 4th Ed The new edition of *Ars Magica* is out now. This is the world of Mythic Europe. It is a place where the glories of the Classical world are dust and the promise of the Renaissance is yet to come. The time is the 13th century, 1220 to be exact. Life is a struggle: wars and plagues stalk the land, the church and kings rule with an iron fist. Yet Mythic Europe is also a place of magical wonder, inhabited by all the creatures of folklore and myth. What the folk of the land believe holds true: faeries and rural spirits must be placated; demons corrupt everything they touch; divine power is accessible through prayer; and magic is everywhere. You will play a magus, a member of the mystical Order of Hermes. \$48.00

Parma Fabula Contains a 4 panel GM screen and a 32 page booklet, which has a storyguide that can be used in any saga, including artifacts and other noteworthy items; a fully described library; non-player characters, etc. May. \$24.00

Babylon 5

SCIENCE FICTION The long awaited role playing game of the spectacular television series, *Babylon 5*. By **Chameleon Eclectic**.

THE BABYLON PROJECT RPG The year is 2259. The atmosphere aboard *Babylon 5*, a massive space station set in neutral territory between human space and that of several fractious alien races, is tense. The Earth-Minbari war is over, but trouble is brewing between the Narn and the

Centauri. And rumors are circulating - rumors of political chaos back on Earth, of colonies in rebellion, and of the Shadows - a force so dark and powerful that it destroys entire fleets without any survivors. This officially approved RPG of the popular TV series *Babylon 5* is a full color, glossy publication. We sold over 90 copies in less than a day! Full of color paintings inspired from the series, as well as sector maps, photos from the series, and rich background information - without giving away any of the secrets. 200+ pages. \$40.00

Earthforce Sourcebook Details the human's Earthforce organisation, spaceships, weapons, etc. Also includes rules for ship-to-ship combat, designed by the creator of *Full Thrust*. More information next catalog. 144 pages, *Due May*. \$29.00

Battlelords of the 23rd Century

SCI-FI The system is designed for 2-8 players, who assume the part of mercenaries working together. The object is not to win - merely to survive the dangerous mission so you can live to see another.

BattleLords of the 23rd Century RPG 2nd Ed 256 page sci-fi RPG. The exploration of the universe is progressing at a fantastic rate. Huge mega-corporations run the Galactic Alliance from behind the scenes. The Twelve Races are even beginning to populate other galaxies. But the battle continues to rage, as they attempt to drive out the Arachnid presence. Strange reports of ghost ship sightings, robot warriors, and evidence of ancient human cultures all filter their way across to mercenaries such as yourselves. You can play a bounty hunter, swordsmith, changeling, alien. Losses of background history, etc. \$21.00

Lock-N-Load 2nd Ed A 196 page supplement filled with some 2,000 pieces of equipment. This contains approximately 50 weapon systems and every item from espionage gadgets to personal gear, eg, reactive armor, pulse cannons, cybernetics, stealth technology. Now your characters have a fighting chance to survive this dangerous world. \$20.00

No Man's Land 2nd Ed One of the most dangerous regions of free space. A place where only the bold, desperate and dauntless travel. Battle the Cuontol, the Enidari version of the ninja, or uncover an assassination plot by the Black Monday Terrorist faction. In *No Man's Land*, Intrepids scramble to assist you while Yontacha seeks your "purification". Over 100 detailed worlds, dozens of NPC groups, 3 new character races. 128 pages. \$14.00

Uncle Ernie Doom Minions All the monsters of the 23rd century are fully revealed here by the mad scientist, Uncle Ernie. Each monster is illustrated and described in full detail, including organic, inorganic, synthetic etc. Includes the fearsome Arachnids. 96 pages. \$12.00

Galactic Underground II 96 page supplement offering six new races, including the Gemini space druid, Andromeni life force and the long awaited Ashanti warrior. Has a good look at the infamous Jaquassarius Penhatri, at his badest. \$11.00

Condemned The Who's Who in the galaxies. The movers and the shakers, those leaders and personalities who are shaping the 23rd century. It's a compendium of aliens and individuals that you the warrior may encounter during their adventures. This is not a safe time to live! \$13.00

Hell's Kitchen A companion sourcebook to *No Man's Land*, gives you over 100 more planets to explore in the Fornax Galaxy. Also includes the Xarian Confederacy, more information about the Arachnid menace, the krakeds, a race of arthropods currently maintaining a shaky peace with the Alliance, the Motaran Rift and its phenomena, etc. \$12.00

BLOOD DAWN

POST HOLOCAUST The world has been devastated by nuclear and biological weapons, and is plunging into another dark age. By **Optimus Design Systems**.

BLOOD DAWN RPG A lavishly illustrated 240 page RPG of high quality. Billions of people died in an instant, evaporated in a thousand flashes of brilliant light. Now, sixty years after the holocaust the last vestiges of mankind crawl around in the radioactive hell that is the United States and Europe. In this desolate, post-apocalyptic world of Magic, Mutations, and Machines, you must rebuild civilization. The domed cities are filled with the rich and self righteous who hunt you for sport. Vile and malevolent creatures spawned in the radioactive nightmare hunt you for food. You are a superhuman - genetically and cybernetically altered, and sent forth on the mission to reclaim the Earth. But it's a deadly, deadly world out there, be careful and keep your team close together and weapons ready. \$39.95

BUBBLEGUM CRISIS

BUBBLEGUM CRISIS RPG Based on the hit anime video series, the *Bubblegum Crisis* RPG is packed with art and information never before published in English. It's everything you need to play in the world of 2033 AD. The AD Police were established as a special branch to deal with riots and terrorism. They now use military weapons, armored vehicles, and powered armor to protect MegaTokyo from the Boomers that increasingly rampage through the city. Yet even bravery and firepower of the AD Police are insufficient when faced with Genom's ever-evolving combat Boomers. MegaTokyo needs help. And like it or not, it will come from The Knight Sabres, a mysterious team of vigilantes stalking MegaTokyo, battling Genom's powerful combat Boomers, equipped with weapons years in advanced of others: hardsuits and robotic motorcycles. With heaps of color and B&W artwork. \$38.95

CASTLE FALKENSTEIN

FANTASY A fantasy role playing game featuring

dashing and galant heroes set in the Victorian Era of the 1870s, featuring the world as it was rumoured to be, including Jules Vern, Captain Nemo, etc. By **RTG**.

CASTLE FALKENSTEIN From the creators of *Cyberpunk*. When computer game designer Tom Olam found himself sorcerously shanghaied by a rogue wizard and a faerie Lord, little did he suspect that he would soon become the pivotal force in the struggle to control an alternate Victorian Universe. But before the dealy game could end, he would first have to battle gigantic Landfortresses, outwit dragons, romance a beautiful adventuress, and defeat the Evil legions of a Dark Count out to destroy him. This book is a novel and a game. It is an amazing journey into another universe a few steps from our own, a world of swashbuckling fantasy, high romance, and magical technology. This book has 224 pages, including over 100 pages of color plates. You need a two packs of playing cards to play. *Softcover*. \$45.00

Comme Il Faut: A Host's Guide to CF Life in the Steam Age is a confusing web of restrictions, rules, mores, and manners. This book gives Players and Hosts alike a guide to living the Stylish Life in the neo-Victorian world of New Europa. Includes Modes, Manners, High Socerery, Alternate Rules & Clarifications, costuming, etc. \$28.95

Steam Age The Chromebook (or Brassbook!) for Castle Falkenstein. Includes Captain Nemo's Nautilus submarine, Martian War Machines in Sussex? Airships, Prussian Steam Zeppelins, Landfortresses, Steam automobiles, steam automatons, etc. etc. 104 pages. \$21.50

Sixguns & Sorcery America, 1876. Tom Olam has finally returned to the land of his birth, and finds it run behind the scenes by the Freemasons; Voudon haunts the Orleans Free State, Sam Houston is president of Texas, and the Twenty Indian Confederations rule the great plains. From there, things get rather... weird. \$31.95

The Book of Spells: Sorcerous Orders Inner mysteries of the Illuminatus and other sorcerous brotherhoods of New Europa. Learn the rituals, spells, secret lodges, etc. \$23.95

The Lost Notebook of Leonardo da Vinci The secrets of Engine Magic revealed. The book which Tom Olam brought through the Faerie Veil to save New Europa with. Sorcery & technology meet in these pages. \$23.95

The Memoirs of the Faerie The life story of Aesdon, King of the Faerie Seelie Court. Indepth source materia on all the different types of Faerie, the history of the 5 Earths the Fae have visited, and more. *Due May*. \$31.95

Call of Cthulhu

HORROR Beyond the comforting realms of society lurks an ancient and terrifying conspiracy - a sinister, eldritch mythos seething with malevolent desires. An excellent RPG! By **Chaosium**.

Call of Cthulhu 5th Edition A highly recommended atmospheric, gothic-horror RPG set in H.P. Lovecraft's 1920s Earth. A real treat for serious roleplayers. The 5th edition is completely re-typeset and illustrated, and features a wealth of supplementary material - looks great. Features include 4 scenarios, The Dreamlands, forensic pathology, an entertaining historic timeline, an illustrated bestiary. \$34.95

1990s Handbook A revision of *Cthulhu Now*, and also bringing Call of Cthulhu to the mid 1990s. New equipment detailed includes surveillance paraphernalia, computers, and lethal and non-lethal weapons. Role of the government, police, crime, etc. \$20.95

At Your Door A 1990s campaign of six linked scenarios - a wealthy environmental organisation hire the investigators when a microbiologist disappears after reporting disturbing research irregularities. \$31.95

Blood Brothers 13 casual adventures, each dubiously developed from old B-grade horror movies. 144 pages of fear and loathing? - not quite, but certainly a lot of distinctly farcical fun. \$31.95

Blood Brothers II 9 terrifying tales for use with Call of Cthulhu. Each tale explores a horror genre depicted on the Silver Screen, & is specially constructed to be completed in one or two evenings. \$31.95

Cairo Guidebook The Lure of the Nile. Set in the 1920s, there are dozens of scenarios in this book, with period maps, plans of ancient and modern structures, the sights of Cairo and excursions possible from Cairo. Though intended for roleplayers, the information in this book is genuine and accurate for the period, some found only here. \$28.95

Coming Full Circle The little town of North Ashfield is not the kind of town where evil dwells. Yet it not only dwells, but it thrives. The ghosts of the past and the horrors of the present feed on the town. \$28.95

Cthulhu for President Why vote for the lesser evil? It's 1996 and the horrors of the Presidential Campaign are once again upon the Americans. This President Kit includes a button, a postcard, a "96 yard sign, a full color 11x17" poster, a window sign, 8 page book of speeches, posters, a bumper sticker, & new vision booklet. \$27.00

Cthulhu Live Yippee! Live action *Cthulhu* role play! Rules, handouts, examples, adventures. *Due Oct*. \$34.00

Dark Designs 3 adventures set in Northern England during the 1890s: Eyes for the Blind, The Menace From Sumatra & Lord of the Dance. Includes character generation & Keeper's notes for this period. \$31.95

Encyclopedia Cthulhiana Since Lovecraft's time Cthulhu Mythos has grown exponentially, until it has become increasingly difficult to keep track of, even for devoted fans. This book is the first major attempt in many years to provide a complete guide to Lovecraft's mythos. \$17.95

Escape from Innsmouth A decayed husk of a coastal town slowly dies with its diseased citizenry ruined by gold brought from South Pacific islands & a blasphemous pact. Features the epic Raid On Innsmouth, when the army storms the town. 160 pages. \$31.95

Fatal Experiments Three 1920's adventures, the 3rd being extremely dangerous. Also details new and old weapons, such as custom made guns, eggs, Duck's Foot Pistol. \$31.95

Fearful Passages Nine adaptable adventures, each specifically designed around a 1920s mode of transport: aircraft, trains, dirigibles, canal boats, elephants, armored cars, diving suits, etc. \$31.95

Horror's Heart This dangerous investigation is set in Canada, in the 1920s. The investigators meet the powerful Laviole family of Montreal and learn what imperils them, and glimpse a strange cult that thrives in Quebec. \$19.95

In the Shadows A disappearance, a plea for help, the strike of sudden madness. Three new mysteries lure the investigators into adventure. Each requires heaps of evidence gathering and is life threatening, requiring teamwork. \$18.95

Keepers Compendium 80 pages, blasphemous knowledge and forbidden secrets of the Cthulhu mythos. An excellent book of background incl. forbidden books, secret cults, alien races, mysterious places. \$20.95

King of Chicago Guide to Chicago in the 1920s, featuring background material & scenarios. Lose your sanity in Al Capone's home town! 128 pages. Marseilles in France is

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also visited. **\$17.95**
Mansions of Madness Five 1920s adventures, each based around an isolated building: Mr Corbitt, The Plantation, The Crack'd and the Crook'd Manse, the Sanatorium, and Mansion of Madness. **\$28.95**
The Complete Masks of Nyarlathotep At long last the Stars are almost Right. Soon Nyarlathotep's plans will come to fruition. Then the world will be changed irrevocably, but not quite yet. Pesky human investigators have learn much, but can they survive long enough to make sense of what they know? This roleplaying classic is a series of linked adventures forming one long and unforgettable campaign. Horrifying deeds and dangerous sorcery dog those who attempt to unravel the fate of the Carlyle Expedition. Also includes four new episodes, added keeper support material and a new version of the Australian chapter. **\$36.50**
Miskatonic University Provides a coherent setting and background for running investigations. Includes Welcome to the University, Exploring the Campus, Library and Exhibit Museum, Administrative Trivia, People at MU, etc. **\$19.95**
Return to Dunwich Dunwich, once prosperous & thriving, is now a skeleton town where the secrets of the Mythos can be discovered by brave & enterprising investigators. With map & 2 adventures. **\$31.95**
Sacraments of Evil Cor Guv'nor, I think somethin' slimy just at the butler. A horrifying collection of six gashlight scenarios. **\$29.95**
Strange Cons Three adventures set in unusual times and places: in Renaissance Spain during the logical, dread, and austere Spanish Inquisition; in a twenty-first century lunar outpost; and in Elizabethan England, among certain talented playwrights. Six pregenerated characters are provided in each scenario. **\$23.95**
Taint of Madness Sourcebook discussing the recognizable forms of insanity, the historical treatment of the insane, how the mad of the incompetent are handled, and what the legal complications of being classified insane may portend. **\$28.95**
The Compact Arkham Unveiled A panoply of Arkham, circa 1928. It's business, scholars, skills, tomes of power, costs, relationships, criminals, cultists, and ordinary honest people are lovingly detailed and located, with frequent references to Lovecraft's writings. This is a revised 2nd edition of Arkham unveiled. **\$29.95**
The Golden Dawn The most notorious occult society of Victorian England, the Hermetic Order of the Golden Dawn, includes extensive source material including rules for astral projection and Hermetic magic, and four scenarios offering a look at the dark side of Victoria's empire. **\$31.95**
The London Guidebook Explores London during the 1920s. Discover secrets and arcane facets of this fog-shrouded city of mystery. Explore the strange tunnels beneath the city. With scenario, maps. **\$23.95**
The Stars Are Right Six cutting edge adventures of modern horror. Fractal gods invade from home computers, Y'Golonnac stalks the homeless, San Francisco burns down, and worse! **\$31.95**
The Thing at the Threshold A complete 1920s campaign in 3 chapters - in 1890 archaeologists discover some unusual Maori artifacts, a subsequent expedition triggers tragic future consequences. **\$28.95**
Utatti Asfet A modern globe-trotting campaign. Investigators travel from Tonga to Louisiana to the Sudan, and then back to Tonga for the climatic meeting with the "Eye of Wicked Sight", set in the 1930s. **\$32.95**
Ye Book of Monstres II Dozens of new races and individual creatures for use with the Call of Cthulhu RPG. Includes outer gods, elder gods, Great Old Ones, Avatars, Servitor Races, Independent Races, Fabulous Creatures, and Unique Entities. **\$17.95**

CTHULHU MYTHOS ANTHOLOGIES

1. **The Hastur Cycle** A definitive collection of stories about He Who is Not To Be Named. These are classic stories by Lovecraft & his circle. **\$17.50**
2. **Mysteries of the Worm** 2nd in the series of classic Cthulhu mythos fiction, edited by Robert B. Pridemore. **\$17.50**
3. **Cthulhu's Heir** New collection of tales, modern authors follow in the squidgy footsteps of Lovecraft & pals. **\$17.50**
4. **Shub-Niggurath Cycle** A collection of tales about Shub-Niggurath, the Black Goat of the Wood, an evil deity. **\$17.50**
5. **The Book of Iod** Thirteen short stories by Henry Kuttner, friend of Lovecraft and Bloch. **\$17.50**
6. **Made in Goatswood** 17 stories written by authors who admire the works of Ramsey Campbell, including one story by Campbell himself. All stories are set in that fearful part of Severn Valley. **\$17.50**
7. **The Dunwich Cycle** 9 stories set where horror begins - in the Dunwiches of the world the old ways linger. They are places that shelter horrifying truths. **\$17.50**
8. **The Disciples of Cthulhu** The disciples of Cthulhu are a varied lot. They are obsessive, loners, dangerous, seeking to convert or use others. **\$17.50**
9. **The Cthulhu Cycle** The latest collection of tales from the Cthulhu Mythos, this one starring the great tentacled monstrosity himself. **\$17.50**
10. **The Necronomicon (Due Oct)** Includes short stories and scholarly essays concerning that most unholy and blasphemous of Mythos tomes, the Necronomicon. **\$17.50**

Champions

SUPER HEROES The world of flying super heroes and super villains. By R.Talsorian Games.

CHAMPIONS: The New Millennium With 192 pages, 16 in color, this all new edition of Champions features the new combined Hero/RTG system, FUZION, which first debuted in *Bubblegum Crisis*. More details in the next catalog. **\$40.00**

Changeling

HORROR The last game in White Wolf's World of Darkness setting, which includes Vampire, Werewolf, and Wraith. By White Wolf.

CHANGELING: THE DREAMING 2nd Ed RPG Enter into the realm of modern fantasy! Here faerie knights battle for control of ancient fiefdoms under the very noses of the mortal world. This game is filled with fantastic beings of myth and legend, from the towering honorable trolls to the sly and elusive sluagh to the mischievous pooka. These children of the Dreaming find themselves trapped on Earth, the ancient pathway to their home closed seemingly for ever. In order to survive they mask themselves in human guises and even live normal lives. This new edition does not use cantrip cards! 294 color pages. Due Sep. **\$47.95**

Changeling Cantrip Cards Changeling magic is wild and capricious, it may intrigue, delight or terrify. These stunning full color cards vividly bring to life the Arts, Realms, Bunks and Nightmares of Changeling. There are 24 packs of 10 cards each in each display, each card is full color glossy art, with relevant game information. There are 168 cards in the series, and if you buy the whole display, you'll get a high proportion of the set. Packs \$1.00 ea, or \$22.00 display.

Changeling Player's Guide Here you learn new secrets behind the origins of the nine kith. Discover the 13th kith of the Nunnehi Nations. Delve into the secrets of new Arts, and explore new Legacies and backgrounds. **\$35.95**

Changeling Players Kit With deluxe full color character sheets, new bunks for each kith, a players screen, and blank bunk cards. Nov. **\$19.95**

Changeling Storytellers Screen Screen containing all the most useful charts; a full length introductory story, crossover rules. **\$27.95**

Freeholds & Hidden Glens Freeholds, concealed from the eyes of mortals, are places of splendor that dot cities and countryside across the Earth. Any site where changelings gather may become a freehold, and some ancient glens containing natural wellsprings of Glamour still exist today. Explores seven freeholds. **\$23.95**

Immortal Eyes: The Toybox San Francisco, site of the resurgence of the fae on Earth. This city is perhaps the most important to the fae, for the Glamour is more powerful here than in any place on Earth. No other city contains more freeholds & magical sites than this one. **\$23.95**

Immortal Eyes: Shadows on the Hill Welcome to Hawaii, one of the world's natural splendors. From its glittering waterfalls to its fiery volcanoes and black sand beaches, Hawaii is considered to be one of the most beautiful places in the world and a haven for Kithain seeking to flee the ravages of Banality. **\$23.95**

Immortal Eyes: Court of All Kings The Emerald Isle, Ireland - the heart of Celtic myth and legend. Here is a land divided by petty kings, a land of ancient mysteries and of powerful magic. And most sought of all is Sielver's Gate, the last gate to Arcadia - rumored to be hidden somewhere along the island's rocky shores. **\$23.95**

Isle of the Mighty Journey to a land of ancient magics and hidden wonders - the Isle of Great Britain. This *Changeling/Mage* crossover explores the hidden realms and secret societies of both mages and Kithain. **\$35.00**



Kithbook: Sluagh Known to many as whisperers in the darkness, these Kithain are a mystery. Explore the secrets of these most elusive fae. But beware, there are some secrets best not learned. **\$19.00**

Kithbook: Trolls Truth, honor, justice. It is for these things that trolls stand. Silent and strong, the trolls are often looked upon by the protectors of fae kind. But once the trolls ruled the kingdoms of the fae, and maybe they will again one day... for now the trolls continue their silent vigil - watching, waiting. **\$18.95**

Nobles: The Shining Host From time immemorial the noble sidhe have ruled the fae. Learn their secrets of power: how and why they maintain their chokehold over the commoners. This book covers the history of the nobility, from their return in '69 and the Accordance War which followed. **\$18.95**

The Autumn People The world is a deadly place for the fae. Autumn People are everywhere - they bring dullness and tedium to the world. They destroy both chimera and changeling alike. The Dautain are dark and twisted, & hunt and destroy the fae. **\$18.95**

The Enchanted Sometimes the mortal children of Kithain are chosen by the Dreaming to be part of the world of Enchantment. Though not truly changelings, these people can interact with the fae and are often swept up in their adventures. Due July. **\$24.00**

The Shadow Court Tear aside the veil and discover the sinister secrets of the Shadow Court. Discover the Unseelie's dark rites and forbidden arts. But beware! These fae don't take kindly to those who pry into their affairs. Offers everything from new Arts, kith and noble houses to secret societies. **\$28.95**

CHANGELING NOVELS

1. **The Splendor Falls** Baby switching, mischievous tricks, magical abilities. You've heard the stories and legends, but what is the truth about faeries and changelings? **\$9.50**

Immortal Eyes Trilogy

1. **The Toybox** The Toybox Coffee Shop houses six Changelings who together try to stop the wizard Malacac from claiming vengeance. **\$9.50**

2. **Shadows on the Hill** The six changelings are trying to find a way back to the land of the dreaming, but so is the Forsworn prince, but for his own dark purposes. Can they stop him? **\$9.50**

3. **Court of All Kings** One of the Changelings' own has betrayed them. Now he sails for Ireland, ancient home of the sidhe, accompanied by the forsborn Prince, who has three of the faerie treasures known as Immortal Eyes. The remaining oathmates must follow in search of the fourth and final Eystone. **\$9.50**

Chivalry & Sorcery

MEDIEVAL FANTASY One of the all-time classic medieval role playing games, now in its 3rd Edition. By Highlander Designs.

CHIVALRY & SORCERY This new 3rd Edition has a character creation system for both point based and

randomly generated characters, or a mixture of the two, in about half-an-hour. Optional rules allow for special abilities, flaws, determine your character's Astrological sign and much more. There are 16 character vocations, a new Skillscape system which allows any character to develop any skill; there are over 250 skills; a new Crit Die system, which allows for quick and realistic results. You need three 10-sided dice. There are seven magic vocations, heaps of spells, rules for creating magical devices, over 175 magical materials, and rules governing the creation of a Mage's focus. The game is set in late thirteenth century Europe, but includes a huge magical/fantasy element. 200 pages. \$32.00

Conspiracy X

SF HORROR/MYSTERY Very clearly inspired by the X-Files television series. By New Millennium Entertainment.

CONSPIRACY X RPG Based heavily on the X-Files. You work for a secret US government organisation, Aegis, who have been aware of extraterrestrial presence on Earth for over forty years. You monitor alien activity and attempt to counter alien endeavours that you feel threaten humanity. But as in the X-Files, you go head-to-head with another secret US government organisation, "Black Book". This organisation co-operates with the aliens, assisting in alien abductions of humans and hideous genetic experiments, in building and maintaining alien bases on earth, and in trading technology. But this other organisation has more money, better equipment such as alien technology and psychers, etc, so right from the start your work is cut out for you. You are up against aliens and the men of the Black Box. 224 profusely illustrated pages. **\$40.00**

Conspiracy X Game Master's Screen The usual GMS Screen filled with easy reference charts and tables. Also has a 48 page booklet detailing a pregenerated AEGIS team with complete bios, stats, & cell info. Also a mission. **\$25.50**
Nemesis: Gray's Sourcebook Detailing the alien race at work on Earth, uncovering their agenda behind their enigmatic program of abductions and experimentation. Also reveals the existence of the blues, a mysterious subrace that seems intent on frustrating Gray plans on Earth. Gives rules for the Gray's strange technologies and awesome psychic powers, and allows Blues as PCs. **\$25.50**

Cosmic Enforcers

SUPERHERO A superpowered science fiction role playing game in the tradition of Palladium books. By Myrmidon Press.

COSMIC ENFORCERS RPG Puts you in control of techno-powered super heroes and villains in a hard core science fiction future of the year 2025. Earth Central sits at the head of the table of the Galactic Alliance, a coalition government of the Milky Way's seven known races. After years of warfare, peace finally reigns, but not for long...Dark forces have gathered their power waiting for the perfect time to strike down the alliance and restore chaos to the universe. Now only one barrier stands in the way of their obsession with total anarchy. They are known as the Cosmic Enforcers. 220 illustrated pages. **\$32.00**
Villains & Foes By Kevin Long. Focuses on the criminals and miscreants of the Galaxy - from sinister villains to misguided heroes, from superpowered terrorists to insane murderers. Also features Chicago in the 21st century, owned by criminals. Has cybernetics, new weapons, powers, magic and psionics. **\$27.00**

Cyberpunk 2020

SCI-FI A hyper-tech near-future of corporate wars, bioengineering, cybernetics, designer drugs, manic street gangs and a neon-frenzy computer netherworld - very atmospheric. A superb, fast moving RPG. By R.Talsorian Games.

CYBERPUNK 2020 2nd Edition New Enlarged Printing This new print run features 254 pages, including heaps of revised artwork (with 10 more pages of art on the nine character types). Features extensive character creation mechanics for cyberweapons, net programs, bio-ware, nanotech enhancements, fast moving fire-fight rules, heaps of world background & more. This has a gritty, bleak mood, & is chillingly realistic. Character classes are cops, rockers, solos, medias, corporates, nomads, techies, netrunners, fixers. 10 scenarios, & details on adventuring in Night City. Proudly printed in Australia by Jedko Games. **\$20.00**
Blackhand's Street Weapons 2020 A complete compilation of statistics and information on every knife, pistol, SMG, bullet, grenade, and piece of personal artillery available in 2020. Prices, damage capabilities, availability and illustrations so you'll know whether that Boosterganger is pointing a peashooter or a hand cannon at you. **\$12.95**
Character Sheets 32 double sided character record sheets. **\$9.50**

Chromebook An illustrated catalogue of the latest cyberware, personal services, fashion accessories, vehicles, net programs, personal weapons, etc. 96 pages of Cyberpunk lifestyle. **\$18.95**

Chromebook #2 One of the most popular Chromebooks is now back in print. Covers new cyberware including a remote, removable eye, equipment, weapons, including the Rhinemetall Railgun and the Anti-Matter Rifle, both great for dealing with forms of power armor and metalgear. Also details heaps of new full-body replacement packages - the latest trend in survivability: chameleon devices, etc. **\$22.50**
Chromebook #3 The biggest Chromebook ever. Packed to the gills with more 21st century style and technology than ever before. Among the topics covered are: cybermodems, PCs, software, vehicles, borgs, robotics, & more cyberware. **\$28.95**

Chromebook #4 The biggest vehicle selection ever from town cars to armored cars, a huge software catalog, fashions and trends are presented, the cyberware section showcases new models, upgraded Soviet retreats, and info from Interface magazines. **\$15.95**

Compendium of Modern Firearms 224 page comprehensive sourcebook covering everything from pistols & sniper rifles, to grenade launchers & night vision goggles. Illustrated with photos. **\$31.95**

Corp. Book Profiles on 2 powerful conglomerates: Arasaka Security & the International Electric Corporation. 88 pages featuring products, board structure, security, resources, etc, & scenarios. **\$15.95**

Corp. Book II A detailed sourcebook for the Lazarus Military Group (mercenaries for hire), and Militech International. Valuable data for campaigns, includes

scenario idea, equipment lists, uniforms, etc. \$15.95

Corp. Book III Features the energy giants, Petrochem and SovOil, details holdings, personnel & equipment, as well as backgrounds on the international power industry and the 2nd Corporate War. \$15.95

Cybergeneration 2nd Ed It is 2027. The Cyberpunk movement is dead, crushed beneath the jack boots of the Incorporated States of America, a tyrannical technogovernment that rules through media, money and unstoppable cybernetic might. But a new force has taken on the street to carry on the battle their parents lost. Raising danger and deception, forged in the fires of a mysterious nanotech plague that has ravaged the 21st century, the handful of angry juvegangsters now wield incredible powers that defy both science and cybertech. They are the Cybergeneration. This second edition of Cybergeneration is a complete role playing game in the Cyberpunk tradition, featuring 18 yoking character roles, amazing nanotech abilities and powers, edgerunner characters, a complete netrunning and combat system, 21st century weapons, netware, street-tech, the Adversaries and Allies of the Corporate controlled America, lots of background info, and lost more role playing action, with the emphasis on role playing. \$31.95

Deep Space 2nd Ed Near Orbit, updated to 2020, with report Mars exploration, maps of the O'Neill orbital colonies, moon colonies, more ships, & some Orbital politics. \$19.95

Ecofront For Cybergeneration, an info packed journal outlining a specific aspect of the CyberRevolution. In this volume you get the basics on fighting the war for the environment, with information on various Eco-groups, the state of the ecology, and the tools of bioengineering. You can run a strike with the EcoRaiders, etc. Includes the new cyberevolved scouts. \$15.95

Edgerunners **Int Wanted:** Talented individuals possessing high-tech weaponry and grey to black cyberware for extraction, bodyguarding, asset acquisition, smuggling, investigation, demolitions, codecracking, repossession, counter repossession, damaging corporate property, and engagement in other profitable but only remotely legal operations. \$18.95

Eurosource Plus European sourcebook for the 2020's. It has been expanded. Still using European authors, the book is 50% larger than the previous edition. Features the education, vocation, & politics of the European Community; roles with a distinctively Euro-twist (these aren't your typical American solos and fixers), tons of background material on all the countries of Europe from Greece to Russia. Describes Euro high society, Interpol, crime syndicates, etc. \$23.95

Eurotop \$21 Six adventures with the Cyberpunk characters as bodyguards of mad Rockerboy Jack Entropy, as he tours Europe. Featuring Brit street scum, French goldenkids. \$17.95

Firestorm: Stormfront The first of two books presenting the events and participants in the Fourth Corporate War. This one focuses on the early stages of the War between OTEC & the Eurocorp CINO. Soon Arasaka and Militech are drawn into the conflict. With water technologies and warfare and the growing sniping war between the corps. This book is the connection between the current edition of Cyberpunk, the new 3rd Ed coming out next year. \$28.95

FreeFront Fourth in the Documents of the Revolution series of sourcebooks. Takes a look at the political battle being waged by the CyberRevolution for control of the ISA. Learn the ins and outs of the democratic facade that is the new federal government and find the kinks in its armor to bring it down. Due Dec. \$20.95

Generation Gap The Cybergeneration referees handbook. With tips for players and GMs on how to run a campaign based around kids, source material about life in the ISA, and information about how to run a CyberRevolution campaign. Due Oct. \$18.95

Hardwired Sourcebook of the high tech, low-intensity war between a ravaged Earth's persecuted inhabitants and the autocratic elite who reside in lurid splendor in the Orbital Platforms. \$17.95

Home of the Brave Major sourcebook of the USA in 2020. Includes all 50 States, history of America's fall, the New America with work, education, religion, family, entertainment, etc.; the Government, the Armed Forces organisation, history & equipment, creating military characters, & the state of the Union. \$23.95

Land of the Free The first boxed supplement for Cyberpunk. Your team of edgerunners is hired to take a scientist's daughter from New York to Night City - and so begins an adventure of betrayal, secrets, and danger. Nothing is as it seems. With a 120 page adventure book, 2"x3" map of the USA with all major cities, cardstock vehicle plans, business cards, etc. \$28.95

Live and Direct In the 21st century, no one and nothing has more effect on the people than the media, its creators, and its reporters. Military strength and economic might are hallmarks of nation-state and mega-corp alike, but it is influence - the ability to shape perceptions, opinions, and even emotions of billions of people worldwide - that ensures the power of the media. \$18.95

MediaFront The nation's populace is fed an unending stream of propaganda and psychological sedatives via the myriad forms of electronic entertainment which permeate ISA culture. Can the Cyberevolved break the iron grip the government has on the minds of the masses? For Cybergeneration. \$15.95

Neo Tribes In 2020s America, the Urban Sprawls that seem to stretch on forever are dwarfed by vast expanses of open country, abandoned after the collapse. Areas once choked with cities and humanity are now home only to lonely ribbons of asphalt, jackrabbits, and the Neo-tribes, nomads who have given up life under fluorescent light and eating pre-pack, in exchange for starlight and freedom and a life of riding the range, living their own way. \$18.95

Pacific Rim Sourcebook The Pacific Rim. The name conjures up images of high-tech glitterlands. Here every dream can come true, realised by the tech-wizards of the Orient. But under the Westernised exterior lie traditions thousands of years old, and beneath the clean streets lurks a shadow world more sinister than any American sprawl. Covers from Hawaii to China, Japan to New Zealand and Australia. The Rim has it all, smuggling, piracy, and revolutions. \$22.50

Rache Bartmoss' Guide to the Net A 152 page complete guide of the net throughout the world. Includes AIs, Netwatch lemen, Arasaka Dataforts, new software, lots of full color regional maps, new city grids, new dataforts impossible to crack, new netrunning options, an entirely new run - the MicroNet, & lots of full color artwork. \$23.95

Rache Bartmoss' Brainware Blowout Like Blackhand's Weapons, this book gathers and presents all the software, cyberdemods, & computers from all Cyberpunk books. Also stats from all the new stuff in the Netrunner Trading Card game. Tons of illustrations. \$22.50

Rough Guide to the UK Great Britain, the birthplace of Punk music, punk fashion, and Punk attitude. There's a Queen on the throne now but martial law still rules a quarter of the country. The book also covers media, society, a general overview of each administrative region, such as Scotland, Sussex, Wales, etc. \$18.95

Solo of Fortune Sourcebook for Solos, with new rules, equipment, weapons, gang types, corporate extractions,

etc. Remember, when you want to impress a booster gang leader, shoot one of his boyz under his nose - or even better shoot yourself without showing pain! *Reprint due August?* \$15.95

Solo of Fortune II 96 pages including America's top ten solos, the latest in walking vehicles and heavy armaments, full-borg Adam Smasher speaks his mind, civilian and military trends over the next ten years, lots of interviews, info behind the iron curtain, South America, etc. \$22.50

Tales from the Forlorn Hope Contains 8 adventures that begin in a bar where SouthAm vets hang out, includes a corporate extraction with a twist & a monster hunt in the wilds of Eastern Europe. \$17.95

The ISA Sourcebook Know your enemy! This book shows you the face of the Incorporated States of America, a frightening place on the edge of tomorrow, where the government never closes. Due Feb. \$23.95

VirtualFront Rache Bartmoss returns from the grave again to lead the Cybergeneration on an invasion of the global computer net. For Cybergeneration. \$15.95

Wildside Sourcebook on the man in the middle - the fixer. Lets you dive into the hi-rise world of financial factors, backstage manipulations of agents & managers, the info bros, specialising types of fixers, eg, lowlife Leeches, Go-Betweens, create your own 'organisations', etc. \$18.95

When Gravity Falls Sourcebook for a dark-future Moslem ghetto in the Middle East. Features notes on Islam in the future, personality chips, gender-engineering, mind drugs, & a sexy adventure. From the novels of George Alex Effinger \$19.95

Deadlands

Wild West The Wild West in the 1870s USA, but with many differences - one being that Cthulhu has visited the game! By Pinnacle Entertainment.

DEADLANDS RPG The year is 1876, but the history is not our own. The American Civil War rages on, neither side able to establish a clear advantage. A large portion of California has fallen into the sea. The Sioux Nations have reclaimed the Dakotas. And the dead walk among us. Players take the roles of hexslinging Hucksters, Mad Scientists armed with weird, steamlike gizmos, deadly Gunfighters, fearless Indian braves and wizened Shamans. In 1863, a vengeful warband called the Last Sons unleashed the manitous (like Cthulhu monsters etc) upon humanity, and nothing has been the same since. A few relentless heroes have returned from the grave to battle the abominations of these new myths and twisted legends, and their mysterious masters, the Reckoners. \$42.50

Don't Look Back

HORROR/SPOOF A half serious, half slingoff RPG inspired by the X-Files and horror RPGs. By Mind Ventures.

DON'T LOOK BACK RPG 200 + pages, heaps of B&W illustrations. The modern world has become a repository for every whacked-out faction of the paranormal that ever graced the pages of a supermarket tabloid. Flying saucers roam the skyways, vampires stalk the streets, the US government funds mad scientists to experiment on its own citizens, etc. Players take the roles of anything from government agent like Mulder & Scully to private eyes to vampires or witch hunters. \$40.00

Advanced Dungeons & Dragons

FANTASY A bunch of people sit around a table, scoffing junk food, screaming deliriously with every '20' rolled, and generally trying to kill everything that moves & hoarding loot! By TSR.

TSR NEWS

On April 10th, 1997, Wizards of the Coast Inc. and TSR Inc., the two leaders of the adventure gaming industry, announced that Wizards of the Coast will acquire TSR Inc. The transaction is expected to be completed in May, 1997. Peter D. Adkison, president of Wizards of the Coast, said, "TSR Inc. is the pioneer of adventure games and carries an important industry legacy. We look forward to drawing on TSR's world wide reputation and established lines of popular games to complement our current business." Lorraine Williams, president of TSR, said, "The synergies that already exist between Wizards & TSR ensure a solid home and future for the vast library of intellectual property which TSR has created, and for its creative community."

INTRODUCTION

The Complete AD&D Starter Set Epic roleplaying adventures with knights, dragons and magic. Picture a world filled with monsters, treasures, and daring deeds waiting to be done. Imagine crumbling stone towers and mysterious underground dungeons waiting to be explored and plundered. Imagine yourself as a mighty hero, a cunning wizard, or a stealthy thief, facing every adventure with your sword or magic. Two to seven players play this introductory game. Includes rules, GM screen, a mini monstrous manual, dungeon map, six hero cards, six plastic figures of player characters, seven dice, and one hundred hours of adventures. \$44.95

CORE RULES

Player's Handbook Revised 2nd Ed. The AD&D 2nd Ed. Players Handbook has come out in a brand-new, all color hardback format, with a fresh and exciting layout and many dozens of new illustrations - a feast for the eyes as well as the imagination! Containing the newly updated and corrected 2nd Edition rules for players, 320 full color pages. \$39.95

Dungeon Master Guide Revised 2nd Ed. The greatest of the AD&D gamebooks - the all new, all color AD&D 2nd Ed. Dungeon Masters Guide. This printing contains the complete, updated, and fully corrected text of the earlier 2nd Ed version, but in a gorgeous new format. 240 pages. \$31.95

AD&D CD-ROM Volume I CORE RULES Every aspect of the game is faithfully and beautifully incorporated into a fully cross-referenced, interactive electronic manual, with the complete text of the *Players handbook*, *Dungeon Masters Manual*, *Tome of Magic*, and *Arms & Equipment Guide*. DMs & players can easily & quickly generate full characters; a map generation system to create dungeons, villages, towns, cities, castles, & wilderness; also a computer animated 3-D tour of a village. IBM Requires Windows 3.1 or '95, CD-ROM, 486+ . 8mb RAM. \$119.95

AD&D CD-ROM Volume II Supplemental Rules This CD-ROM contains every single *Complete* supplement, from *Complete Fighter's Handbook* to *Complete Ninja's Handbook*, also the three *Players Option Rulebooks* and *Dungeon Masters Option Rulebook*, *Monstrous Compendium Annuals Vol 1,2,3*, and a 3D animated Dungeon tour, a castle builder program, town builder program, a mapping program update, and an instant NPC Generator. Dec. \$119.95

Monstrous Manual The definitive sourcebook of monsters for the AD&D world. This 384 page hardback book contains lots of critters from MC1, MC2 & a few other sources. Some updated material plus heaps of color illustrations. \$43.95

Tome of Magic 2nd Ed. New forms of Wizard magic - elementalists, metamagic & wild magic; new Priest spheres - chaos, law, numbers, thought, time, war & wards! & new magic items. 192 pages. \$29.95

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8 - Role Playing Games: AD&D

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PLANESCAPE NOVELS

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Halskapa Domain Sourcebook A barbarian domain in the lands of the Viking-style peoples. \$12.95

Havens of the Great Bay New lands open for heroes to explore, conquer and rule. The Renaissance culture of the Brecht merchants, and the lands and peoples that exist in the Shadow of the Abominations, the Gorgon and the Hag. \$31.95

Hogunmark Domain Sourcebook The independent clans of Hogunmark war with the Blood Skull orogs, the White Witch, the elements, and each other! *Due March.* \$14.50

Ilien Domain Sourcebook The benevolent wizard Count Aglondier of Ilien is dead! He has left control of his realm to his trusted apprentice - you. With the considerable power of realm magic behind you, your task is to govern Ilien and defend it from many enemies. \$10.95

Khourane Domain Sourcebook A sea power ruled by wizards. Detailed information on the mariners of Khourane, etc. \$12.95

King of the Giantdowns Set in Rjurik lands, player characters must brave the Giantdowns, a wild land where humanoid reign in chaos and powerful forces, such as orogs and elves, threaten from all sides. *May.* \$19.00

Legends of the Hero Kings More than 12 adventures that can be set in any region in Birthright. \$31.95

Medoere Domain Sourcebook Ranging from the Spiderfell in the north to the Straits of Aerele in the south, Medoere was born of faith and the blood of revolution. As regent, you fulfill the duties of archpriest, leading the theocracy to greater heights of glory. \$10.95

Naval Battle System: The Seas of Cerilia All the rules to add the excitement of naval combat to every campaign. Features the Naval Battle System from the Cities of the Sun campaign expansion, including the war cards, battle mat, and counters. \$19.95

Roesone Domain Sourcebook One of the youngest states of Anuire. As the ruler, you'll find yourself surrounded by uncertain allies and dangerous enemies. Plots and intrigues move through your own courts, and shadowed powers are moving against you, includes maps. \$10.95

Stjordvik Domain Sourcebook A warriors' realm, plagued by legions of savage humanoids. \$12.95

Sword and Crown Presents three interwoven plots. The players are faced with a military threat to their lands in the form of a hostile warlord, but at the same time must deal with the rise of a powerful wizard in their realm and savage troll bandits. \$15.95

Sword of Roale Hero-agents from Anuire and Khinasi will test their limits against the Abomination, the Chimera. \$20.95

Talinie Domain Sourcebook To keep yourself on the throne known as the Oak Seat, you must control foreign interests without giving them reason to rise against you, but also beware of traitors in your own court - your predecessor didn't die of natural causes. \$10.95

The Book of Priestcraft Priests have the potential for great power in Cerilia, this accessory helps priest characters tap hidden strengths and expand their influence. Includes new spells, realm spells, etc. *Due Aug.* \$32.00

The Rjurik Highlands New territory comes into play with this campaign expansion, exploring the lands and culture of advanced Viking-like peoples who battle humanoids of the worst sort. \$31.95

Tides of the Heartless Wastes The savage lands of the brutal Vos, laid open at last. This campaign expansion contains new rules, new spells, and details about the cultures of the frozen tundra. *Due Nov.* \$32.00

Tuarievel Domain Sourcebook The elven kingdom of Birthright. Cerilia's elves are a vicious breed. \$12.95

Tuornen Domain Sourcebook Take the throne of Tuornen, rules its proud people, and reap the rewards of its rich lands. But beware, for Tuornen faces threats from many quarters. The scheming Duke of Alamie wants to retain control over your realm, as he used to rule it. \$10.95

Warlock of the Stonecrowns An adventure for 4 - 6 characters of levels 4-10. High in the Stonecrown Mountains, a new source of dark magic stirs, wakes, and spreads to shroud the land in shadows. The Warlock of the Stonecrowns is on the move! \$10.95

Birthright Novels

- 1. Greathere** Novel. Five hundred years after the cataclysm of Mt Deismar, the elves mount a fierce resistance against the humans who destroy their forest and sacred groves. \$9.50
- 2. The Falcon & The Wolf** Novel. When his family is killed in a treacherous attack, Gaelin becomes the heir to his father's lands. Armed only with his sword and his wits, he struggles to master the power of his ancient bloodline and free his homeland from the oppressor's armies. *Due March.* \$9.50
- 3. The Hag's Contract** This novel is the story of the legendary pirate king Ulrich who made an unholy pact with the Abomination, the Hag, to free his kingdom from the savage orog and goblin tribes. \$9.50
- 4. The Iron Throne** Anuire still stands. But so too does one of the greatest villains created in the gods-death - the brutal and power-hungry Gorgon. The Gorgon seeks to destroy the ancient empire, and to drink the blood-power of Roaleas from the heart of Emperor Michael. \$11.95
- 5. War Sequel** To the Iron Throne. Michael Roalee died trying to save his empire. Now it is fraught with anarchy and intrigue as heirs, pretenders and usurpers vie for power, threatening to tear the realm asunder. A new saviour is needed. \$34.95
- 6. Siege** In this triumphant sequel to *War*, years have passed and there is still no sequel to the glory of Michael Roalee. As petty nobles scramble for power, a new heir is born, but will he survive? *Due Nov.* \$9.50
- 7. The Spider's Test** Novel of the story of Richard Endier's battle of wits with the Abomination, the Spider, and his triumph against all odds that leads to the founding of the kingdom bearing his name. \$9.50
- 8. The Shadow Stone** Aelies Morren's love for magic leads him to journey to the city of Anuire to study at the Royal College of Sorcery. But an ancient evil threatens the very fabric of magic through Cerilia. *Due Aug.* \$9.50
- 9. Aquitania Softcover** Across the ocean from Cerilia stands the continent of Aduria, where a young queen begins a dynasty that will span two continents, through two marriages, wars, and treaties. *Due Dec.* \$9.50

Dark Sun

TSR has dropped Dark Sun, so these stocks are limited.

DARK SUN CAMPAIGN MATERIAL

DARK SUN Revised Campaign Setting The Dark Sun world has undergone a lot of changes since it was first imagined, changes that are reflected in this new campaign setting. It replaces the original boxed set while expanding beyond the Tyr region, Details Tyr, Dead Land, Bandit Kingdoms, Last Sea, Thri-Kreen, Halfling Skyfarers, new expanded rules. And a psionic Prime featuring basical psionic rules & powers. \$47.95

Beyond the Prism Pentad This product offers extensive information to the world of Athas uncovered in the Prism Pentad novels. The Dragon King is dead and a new undead dragon has emerged. All of the events and characters of the Prism Pentad novels are detailed. There is also a short adventure. \$10.95

City by the Silt Sea The first epic underground adventure for Dark Sun. Something evil has awoken in ancient Giustenal - Dregoth, the undead dragon king, and he is quickly building an army. \$39.95

Defilers and Preservers: Wizards of Athas Provides new proficiencies, character kits, and vital information on

the unique wizards of Dark Sun. Also details the new storm mage class of wizards who draw their magic from the fierce Tyrstorms raging across Athas. \$25.95

Dragon Kings A 160 page hardback that expands character parameters beyond 20th level - Clerics can attain elemental form, Preservers become Avangions, and Defilers can transform into Dragons! Also covers army lists, special war vehicles, Cleric's Rider, giant Undead War Beetle, etc, high-level Psionics, Illusionist magic for Rogues, some extra monsters, 90 new spells & psionic devotions. \$31.95

DSR3 Veiled Alliance The extensive secret societies of goody magic-users in Athas, driven into clandestine underground networks to protect themselves from the tyrannical sorcerer-kings. \$17.95

DSR4 Valley of Dust & Fire The Sea of Silt is protected by the shrieking winds of the Great Ash Storm. Within the depths of this barren wasteland can be found the Valley of Dust & Fire where, protected by a lake of lava, is the walled city of Ur Draxa, domain of the world's most powerful dragon! \$17.95

Psionic Artifacts of Athas An incredible array of psionic powers, including remnants of Athas' Blue Age; living biometallic items of immense power. \$39.95

The Wanderer's Chronicle: Mind Lords of the Last Sea Within the depths of the Last Sea lie mysteries never dreamed of. Ruling this verdant paradise are the Mind Lords, vestiges of an age when psionic powers were at their peak. Includes an adventure. \$32.00

Thri-Kreen of Athas Now you can roleplay a Thri-kreen vicious mantis warrior, including sample thri-kreen packs, info on their nature and society, and character kits. 128 pages & map. \$23.95

DARK SUN ADVENTURE MODULES

DS1 Freedom In the ancient, corrupt city of Tyr, after a century of costly slave labor, the sorcerer-king Kalak's great ziggurat is almost fully built. The most brutal arena spectacle of all will head the celebrations of this monument's completion - & rumors abound that this will signal the day of revolution! \$19.95

DSQ1 Road to Urlik Ancient city of Tyr is free from the evil domination of the Sorcerer-kings, but new forces threaten its independence, & the city's council seems hesitant to risk their wealth again. \$19.95

DS2 Black Spine Levels 7 - 10 7 separate scenarios, as the lich queen of the githyanki is deploying an army to Athas remote prime material plane. Can you stop her endless hordes? \$39.95

DSQ2 Arcane Shadows Preservers, the keepers of good magic, plot against the Sorcerer-kings. But the brutal King's templars uncover the scheme & a desperate journey across the wasteland ensues. \$19.95

DSQ3 Astician Gambit In the lush Crescent Forest resides the Queen's palace: from its dungeons come the quarry for the Red Moon Hunt - a barbaric test of lordship for the young nobles of Gulg. \$19.95

Forest Maker Player Levels 11-13. A lush forest is growing somewhere deep in the Great Alluvial Sand Wastes. Is the charismatic avangion at the heart of the mystery working to save Athas, or destroy it? \$23.95

Windriders of the Jagged Cliffs Offers expansive info on a new area of Athas uncovered into the Prism Pentad boxed set. The Windriders are a nation of halflings living in the cliffs dividing the Tyr region from the thri-kreen empire. \$23.95

DARK SUN NOVELS

Prism Pentad

- 1: Verdant Passage** Kalak, an immortal sorcerer-king whose evil magic has reduced the majestic city of Tyr to a desolate place of dust, blood, and fear. His thousand year reign is about to end. \$7.95
- 2: Crimson Legion** Only Rikus, the man-dwarf gladiator who sparked the rebellion, can save the city from the armies of Urlik's sorcerer-king. With a ragtag militia of nobles, templars, and freed slaves, he must stand against Urlik's might. \$7.95
- 3: Amber Enchantress** Sadira, the beautiful sorceress loved by both Rikus and Agis, is torn between the dark power of sorcery and the need to use magic to protect the planet's fragile ecology. \$7.95
- 4: Obsidian Oracle** Power-hungry Tithian emerges as the new ruler. When he pursues his dream of becoming a sorcerer-king, only the nobleman Agis stands between Tithian and his desire: possession of an ancient oracle that will lead to either the salvation of Athas - or its destruction. \$7.95
- 5: Cerulean Storm** Rajat: The First Sorcerer - the only one who can return Athas to its former splendor - is imprisoned beyond space and time. When Tithian enlists the aide of his former slaves, Rikus, Neeva, & Sadira, to free the sorcerer, does he want to restore the world- or claim it? \$7.95

Tribe of One Trilogy

- 1: The Outcast** Centers around a powerful new hero whose bloodline combines the grace of elves with the savagery of Athasian halflings. \$7.95
- 2: The Seeker** Sorak is seeking the wizard Sage, and is accompanied by a priestess and a sorcerer's daughter he stole from a caravan. \$7.95
- 3: The Nomad** Sorak discovers the secrets of his past - so terrible that they splintered himself as a child into thousands of personalities - each with his own memories, powers, etc, which explain why he is so powerful. He has so many other identities that he alone forms a tribe of one. \$7.95

Chronicles of Athas

- 1. The Brazen Gambit** A templar finds himself shut out of a palace conspiracy, so exiles himself from court and joins some outlaw clerics. \$7.95
- 2. The Darkness Before Dawn** The tale of the nefarious arena, with its cruel spectacles and unruly mobs. Enter the condemned of Athas, sentenced to the fate of gladiatorial until death. \$7.95
- 3. The Broken Blade** The story of Sorak, elfling hero of the Tribe of One. Accompanied by his friend and lover, the villichi Ryana, Sorak embarks on a mission of aid for his new master, the Sage. \$7.95
- 4. Cinnabar Shadows** Maribe, one of the "New Race", is given the task of searching for Kakaim the alchemist. But she comes into conflict with the druid settlement of Qurate. \$7.95
- 5. The Rise and Fall of a Dragon King** The story of Hamanu, sorcerer-king of Urlik, and his struggle to prevent his own evolution into a dragon king. As the plot unfolds, we learn his secrets of Hamanu's origins and the events that lead to his ill-fated and corrupt destiny. \$7.95

FORGOTTEN REALMS

10 - Role Playing Games: AD&D

FORGOTTEN REALMS BOXED SETS

Forgotten Realms Campaign Setting 2nd Ed. Contains a 128 page book A Grand Tour of the Realms, with the Heartlands, Cormyr, Waterdeep, & other realms of Faerun. A 96 page book Shadowdale, presenting the famous town & a new introductory adventure. There are 8 pages of Monstrous Compendium covering deadly creatures. 6 card sheets show nearly 100 signs, trail glyphs, etc. Four new full color maps show eastern & western Faerun & the heartlands. **\$44.95**

City of Splendors A boxed set featuring Waterdeep in more detail than ever before. Includes the palace of Piergeiron Paladinson, the lords and their activities, & reference material for months of adventuring. With 4 books, 128/96/64/16 pages, & 6 maps. **\$39.95**

Lands of Intrigue Details Amn and Tethyr, two kingdoms along the southern part of the Sword Coast and considered key areas of Faerun. They are kingdoms in the midst of turmoil and change. 3 books, 2 maps. **Due June. \$48.00**

Menzoberranzan The underrealm Drow capital, a city dedicated to the treacherous, violent servitude of the Spider Queen Lloth. Contains three books: The City (details streets & districts, customs, daily life, etc.), The Houses (describes the 18 ruling Houses, their Matron Mothers, immediate families, politics...) & The Adventure (64 page labyrinthine scenario called the Alkenne in Menzoberranzan). There are also 4 21"x32" maps of the city, a plan of the House Baenre compound, etc! **\$47.95**

Night Below: The Underdark Campaign The largest dungeon ever published. A full campaign setting for raising characters from 1st to 16th level, with hundreds of miles of underground caves, tunnels, and dungeons... even underground oceans. **\$47.95**

Ruins of Undermountain The gutrock beneath Waterdeep conceals a vast honeycomb of chill caverns, lightless tunnels, & dank warrens. This is the biggest dungeon I have ever seen, encompassing four 21"x32" maps! Horribly mindless in its dimensions, but loaded with loot! **\$39.95**

Ruins of Undermountain II All new levels of the fabled dungeon with a 128 page sourcebook, 32 page adv book, 4 color maps, eight new Monstrous Compendium pages, & 8 cards. **\$39.95**

Ruins of Myth Drannor Another four-map super-dungeon - this convenient maze of chambers, once an Elven city, conceals a horde of monsters patiently waiting to get horribly to chopped up and have their neat piles of assorted treasures nicked. **\$39.95**

Spellbound: Thay, Rashemen & Aglarond A boxed set of the nations of Thay (home of the Red Wizards) and Rashemen (home of the Witches of Rashemen) and tangentially the nation of Aglarond (ruled by the Simbul, one of the 7 Sisters), which is continually targeted by Thay. 4 booklets, 3 maps, 8 monstrous compendium sheets. **\$39.95**

FORGOTTEN REALMS CAMPAIGN MATERIAL

These products are references for a particular region in the Forgotten Realms. They include details on cultures, personalities, geography, hazards, economics, and settlements - colour maps are provided.

MC3 Forgotten Realms Monsters More loathsome encounter-fodder spawn for characters to chop up! "64 pages chock-full of new monsters!" says the back blurb, and you can't help but agree! **\$15.95**

Cult of the Dragon Long have its members skulked behind the scenes, serving their undead dragon master, and furthering their own twisted agendas. **Due August. \$32.00**

Elminster's Ecologies A geographic guide to nine fascinating regions of the Forgotten Realms world, such as the orcs of Sembia, lizardmen of the Dragon Coast, etc. 9 32 page books. **\$39.95**

Elminster's Ecologies Vol 1: Battle of Bones & Hill of Lost Souls Two 32 page books detail the ecologies, habitats, and societies of Battle of Bones, an undead haven, & the Hill of Lost souls prairie region. Also an 8 page booklet containing encounter tables. **\$15.95**

Elminster's Ecologies Vol 2: The High Moor and the Serpent Hills Two 32 page & one 8 pages booklets covering an area often hinted at but not explored. **\$15.95**

Faiths & Avatars Info for DMs and human priest character players describing the splendors of the gods and their avatars (mortal forms) in the Realms, and the organisation of their faiths. New character classes, relics, & mythology. **\$31.95**

FR15 Gold & Glory A compendium of the mercenary companies from the Forgotten Realms, from the religious Flaming Fist to pirates, non-human groups, etc. Includes colour plates & maps. **\$19.95**

FOR2 The Drow of Underdark 128 page sourcebook that reveals everything known about the menacing Drow Elves, their dark magicks, unique weapons, violent matriarchal culture, evil gods, etc. **\$23.95**

FOR3 Pirates of the Fallen Star Includes details on character-pirates, the Pirate Isles, the Inner Sea nations, ship types, sea combat & movement, plus an adv & glossary. 128 pages. **\$23.95**

FOR5 Elves of Evermeet 128 pages of vivid imagery, this accessory describes all facets of elven society, philosophy, arts and culture on Evermeet. Learn about these mysterious peoples. **\$23.95**

FOR6 The Seven Sisters Covers the fabled Seven Sisters, Simbul of Aglarond, Dove & Storm Silverhand, Alustriel of Silvermoon, Sylune, Lalar, & the seventh. The seventh sister has been unnamed until this time, but she will be revealed in this book. 128 pages. **\$23.95**

FOR7 Giantcraft Focuses on the giant of the Realms, and ties in closely with the Twilight Giants novels. Everything you wanted to know about the giants. 128 pages. **\$23.95**

Heroes' Lorebook The definitive book of game statistics for every hero featured in the Forgotten Realms novels, including Elminster, Drizzt, and King Azoun, providing DMs with everything they need to introduce these characters into their campaigns. **\$31.95**

Pages from the Mages Presented like a wizard's tome with a huge ornate lock on the cover. Has reprints of old material from Dragon mags, and also new material. **\$23.95**

Prayers from the Faithful Companion to *Pages from the Mages*, provides interesting information on a number of famous priest personalities in the Realms. **May. \$32.00**

Powers & Pantheons Contains info on gods, their followers' religious orders, temple floor plans, etc. Companion to *Faiths & Avatars*. **Due May. \$40.00**

Vilhon Reach Presenting a land of anarchy, where might makes right. Detail info on the relatively unexplored Vilhon Reach region of the Realms and its inhabitants. **\$25.95**

Villains' Lorebook For every hero in the land there is a powerful nemesis lurking in the shadows. Contains detailed histories, game stats, personality notes, on major villains to emerge from Forgotten Realms products. **Due Aug. \$40.00**

Volo's Guide to All Things Magical The legendary wizard that got Volo banned by every powerful mage and made him infamous throughout the Realms. Discover what information every wizard in the Realms doesn't want you to

know. Viewed as the ultimate subversive text, guaranteed to convey power and peril to the reader! **\$31.95**

Volo's Guide to Cormyr The Kingdom of King Azoun IV and his confidant Vangerdahast, leader of the mighty War Wizards. The info is highly detailed and useful by players & DMs. **\$19.95**

Volo's Guide to the Dalelands Here lie Shadowdale, home of Elminster the Sage, the Ruins of Myth Drannor, and the stomping ground of the evil Zhentimar. **\$23.95**

Volo's Guide to the North Our wandering tourist takes us to Neverwinter, Silvermoon, the Icewind Dales, Hellgate Keep, etc. Includes a gastronomic guide, an introduction to rulers & other NPCs, city descriptions, plot complications, adventure hooks, etc. 240 pages, B4 format. **\$15.95**

Volo's Guide to the Sword Coast Covers the area from Baldurs Gate in the east and up the river Chiondath to Iriaboor, and The Darkhold, a Zhentimar base. **\$15.95**

Warriors and Priests of the Realms Similar to the PHBR books. Introduces distinctive new kits for warriors and priest characters hailing from the Dalelands, Cormyr, Thay, and many other regions. **\$31.95**

Wizards & Rogues of the Realms Similar to the PHBR books, this book details 2 character classes, Realms wizards as opposed to normal wizards, & thieves of the Realms. 128 pages. **\$23.95**

FORGOTTEN REALMS ADVENTURE MODULES

Castle Spulzeer An adventure set near the kingdom of Amn that provides the players with a chance to explore an ancient castle, solve a long standing mystery, and do battle with a powerful lich. **Due July. \$19.00**

FR4 From Cormyr Four adventures centered around the kingdom of Cormyr. The adventures themselves are unrelated, but elements exist within each that permit the DM to tie them together into a big story. **Due March. \$32.00**

FMQ1 City of Gold Like flies to doggy-doo, a cursed city doomed to be wallowing in gold pique the insatiable avarice of adventurers intent on plunder. Includes a new character race & Fetish magic! **\$17.95**

FR42 The Black Courser The search for the princess must continue, despite distractions from a mysterious magical black stallion, devious assassins, and fierce nomadic horsemen. **\$14.95**

Hellgate Keep Leads characters into the depths of the famous ruined keep deep within the Savage Frontier. The keep is not completely abandoned as everyone long thought - and the wealth inside is not free for the taking. **Feb-97. \$14.50**

Marco Volo: Departure All player levels. You follow the adventures of an imposter who claims to be the real Volo. You get an entertaining non-political romp through the realm. **\$10.95**

Marco Volo: Journey All player levels, the imposter Volo continues on his romp through the Forgotten Realms. **\$10.95**

Marco Volo: Arrival The imposter has upset someone, so now he's on the run, but who is chasing him? **\$10.95**

Undermountain Trilogy: The Madgoth's Features a flying Citadel, deep beneath the land, that holds treasures and terrors as wondrous & inexplicable as the castle itself. Levels 8-10. **\$12.95**

Undermountain Trilogy III: Stardock This stand alone adventure is the toughest level in the Undermountain to date. For character levels 9 to 12. **\$12.95**

FORGOTTEN REALMS ARCANE AGE

Cornanthyr: Empire of Elves This *Arcane Age* boxed expansion reveals all the secrets of the ancient elf kingdom of Cornanthyr. Characters can journey back in time and visit this wondrous nation, learning firsthand of the artifacts and legends current-day Realms lore only hints at. **Due Oct. \$40.00**

Forgotten Realms Arcane Age: Netheril: Empire of Magic This is a bridge between the Forgotten Realms setting and its deep, dark past. Geographically located in the area currently known as the Netheril is one of several lost empires. This campaign setting features new rules for 12th level magic and time travel, new magical items, floating citadels and detailed poster maps. Boxed set. **\$47.95**

How the Mighty are Fallen The first adventure for the Arcane Age campaign setting. Finds revolution simmering on the earth below Netheril's "perfect society." Levels 8-12. **\$20.95**

The Fall of Myth Drannor Characters can not only travel back through time to learn the ancient elf city's secrets, but they may even play a pivotal role in the shaping of history - their own history. **Due Nov. \$19.00**

FORGOTTEN REALMS NOVELS

The Moonshae Trilogy

1: Darkwalker on Moonshae A relentless army of giant firolbgs, dread Bloodriders, and preternatural incarnations of the Beast, Kazgaroth, descend upon Moonshae. Standing to meet them is an uneasy alliance of halflings, dwarves, bards, druids, and the unicorn, Leviathan, and the Pack, lead by Tristan Kendrick. **\$7.95**

2: Black Wizards A council of dark sorcerers has usurped the will of the High King. An army of ogres & goblins, guided by Bhaal, the super-deity of death and destruction, threatens the Folk while the puppet king does nothing. **\$7.95**

3: Darkwell Tristan Kendrick, newly crowned King, must forge a lasting alliance between the divergent peoples of the Isles. The druid Robyn must confront an evil that has infested the land itself. Will these two face the future as king and queen - or as enemies. **\$7.95**

Finder's Stone Trilogy

1: Azure Bonds Alias awakens to find a series of twisting, magical blue sigils inscribed on her arm, and she has no memory of where she got them. So she embarks on a journey to discover their meaning. **\$7.95**

2: The Wyvern's Spur The family heirloom of the Wyvernspur clan is missing. A mysterious murderer stalks the streets of Immersea. It is up to the youngest son of the Wyvernspur family, Giogi, aided by the halfling bard Olive, to solve these mysteries. But when betrayal and enchantment threaten their progress, Giogi must invoke the spur's awesome power... **\$7.95**

3: Song of the Saurials The Harpers are at last reconsidering their decision to sentence the Nameless Bard to exile for the deaths of his apprentices, but when the monster Gryphit arrives, the new trial dissolves in a string of disappearances and murder. **\$7.95**

Icewind Dale Trilogy

1: The Crystal Shard Is the Crystal Shard responsible for the barbarians attacking and defeating the Ten-Towns?

Wulfgar is left for dead, and rescued by Bruenor in exchange for five years service and friendship. Bruenor and Drizzt turn Wulfgar into a powerful warrior, but can he defeat the forces of the Crystal Shard? **\$7.95**

2: Streams of Silver Bruenor the dwarf, Wulfgar the barbarian, Regis the halfling, and Drizzt the dark elf fight monsters and magic on their way to Mithril Hall, centuries old birthplace of Bruenor and his daven ancestors. **\$7.95**

3: The Halfling's Gem Assassin Aramis Entreri whisks Regis south to Calimport and into Pasha Pook's vengeful hands. If Pook can control the magical panther Guenhwyvar, Regis will die in a real game of cat and mouse. **\$7.95**

Avatar Quintology

1: Shadowdale The gods are banished from heaven, and now walking the Realms, they seek to restore their powers - sending nature into confusion. Four heroes are on a desperate journey. They must find Elminster to find the lost Tablets. Their search begins in Shadowdale. **\$7.95**

2: Tantras Convicted for the murder of Elminster, the heroes flee in search of evidence to clear themselves, and to find the missing Tablets of Fate, needed for the gods to return to their planes, or for others to take their place. **\$7.95**

3: Waterdeep The search continues to the largest city in the Realms, where the characters believe the last tablet is hidden. However, one of the heroes has cast his lot with the evil gods, and his denizens await the others at every turn. **\$7.95**

4: Prince of Lies For all of his power as god of Strife and lord of the Dead, Cyric cannot get revenge on the goddess of Magic. So he searches for the son of Kalemvor Lyonsbane, once his friend and the goddess' lover. **\$7.95**

5: Crucible: The Trial of Cyric The evil Cyric, one of the youngest and most powerful gods, has gone mad. His destructive actions have forced the older gods to intervene and try to bring him back in line. **Nov. \$9.50**

The Shadow of the Avatar Trilogy

1. Shadows of Doom Two harpers and a member of the legendary Knights of Myth Drannor are dispatched by Storm Silverhand to protect Elminster from forces wishing to take advantage of his magical impotence. But a magical gate transports him to the heart of the enemy, so now he must be rescued. **\$7.95**

2. Cloak of Shadows The Shadowmasters have used their powers to create magical cloaks of spells empowering users to access to the most powerful spells and magic. These users spread strife throughout Faerun, and the heroes and Midnight try to stop them. **\$7.95**

3. All Shadows Fled The Shadowmasters are on the run but have no plans to relinquish their dreams of the conquest of Faerun, even if all that is left is a bloody landscape of death. Can Elminster, Khelben & Alustriel stop them? **\$7.95**

The Dark Elf Trilogy

1: Homeland Journey to Menzoberranzan, the subterranean metropolis of the drow. Possessing a sense of honor beyond the scope of his kinsmen, young Drizzt must decide if he can continue to tolerate an unscrupulous society? **\$7.95**

2: Exile The tunnel-mazes of the Underdark challenge all who tread there. Exiled from Menzoberranzan, Drizzt battles for a new home. Meanwhile, he must watch for signs of pursuit - the drow are not a forgiving race. **\$7.95**

3: Sojourn Drizzt emerges in the harsh light of Toril's surface. The drow begins a journey through a world entirely unlike his own and learns that acceptance among the surface-dwellers does not come easily. **\$7.95**

The Drizzt Dark Elf Quadriology

1: The Legacy Drizzt is happy and content. But Drizzt did not achieve this state of peace without leaving powerful enemies in his wake. Lloth, the dreaded Spider Queen deity of the evil dark elves, has vowed to end Drizzt's happiness. **\$9.50**

2: Starless Night Softcover The Underdark. A place of brooding darkness, where no shadows exist, and where Drizzt does not wish to go. But the noble dark elf must return there, and then to Blingdenstone, and then onto Menzoberranzan. He finds allies where he least expects them, and enemies he thought dead. **\$7.95**

3: Siege of Darkness In Mithril Hall, as Bruenor Battlehammer prepares to meet the dark elves' siege, Drizzt finds Guenhwyvar locked in the Astral Plane, and Catti-Brie is caught in wild, horrific dreams. Only an ancient dwarven king, allies from the depths, and Drizzt's own quick thinking can save them from the Spider Queen's minions. **Hardback - \$29.95 Softback - \$9.50**

4: Passage to Dawn The gripping climax. A mysterious poem, a spell gone awry, and a doppelganger bring Drizzt Du'Urden and his companions back to Icewind Dale. **Softcover \$19.00 Due Sept.**

5: Shores of Dusk The dark elf Drizzt Du'Urden returns. He travels through the Underdark and finds that the evilness of drow is not exclusive to the land of his birth. **Hardcover novel. Due Sept. \$32.00**

Daughter of the Drow Trilogy

1: Daughter of the Drow Liriel Baenre is a free-spirited drow princess who longs for travel and adventure. A fledgling priestess of Lloth, Liriel seems destined for power in Menzoberranzan. But when she discovers a way to bring magic to the surface world, the impulsive elf sets off alone on a hazardous quest. **Hardcover - \$26.95 Softcover \$9.50**

2: Tangled Webs The dark elf princess Liriel Baenre and her human berserker warrior companion engage in a quest for power that will ultimately pit them in a deadly conflict against each other. **Hardcover \$31.95 Softcover \$9.50 May**

Harpers Series INDEPENDENT TITLES

1: The Parched Sea The Zhentimar have sent an army to enslave the nomads of the Great Desert. As tribe after tribe fall, only Ruha, an outcast witch, see the danger. She teams up with a Harper, & together they resist the invaders. **\$7.95**

2: Elfishadow Harpers are being murdered, and the trail leads to Arilyn Moonblade. Arilyn must uncover the ancient secret of her sword's power in order to find and face the assassin before he finds her. **\$7.95**

3: Red Magic A powerful and evil Red Wizard wants to control more than his share of Thay. While the mage builds a net of treachery, the Harpers put their own agents into action to foil his plans for conquest. **\$7.95**

4: The Night Parade Myrmeen Lhal, the seductive ruler of Arabel, enlists the aid of the Harpers to rescue her long lost daughter from the Night Parade, a shadowy group of creatures that feeds off human misery and fear. **\$7.95**

5: The Ring of Winter Harper Hargus Cimber travels to the jungles of Chult to find the fabled Ring of Winter, but the Cult of Frost also seeks the ring, which contains the power to bring a second ice age to the Realms. **\$7.95**

6: Crypt of the Shadow King Iriaboor of a Thousand Spires, richest of the Caravan Cities, has fallen under the

dark sway of Zhenitarim. The fiery Harper agent Mari Al'Marin and the cynical ex-Harper Caledan are all that stand in the way. **\$7.95**

7. **Soldiers of Ice** Journeying north Martine finds herself trapped in a snowbound valley of Samek, kept company by gnomes and an ex-paladin Vilheim. There she finds love & war as the gnomes defend their valley against an advancing horde of gnolls. **\$7.95**

8. **Elfsong** Throughout Faerun, ancient ballads are being forgotten or changed. Danilo Thann joins forces with a deadly enemy to solve the mystery. **\$7.95**

9. **Crown of Fire** Shandril, who has but doesn't want spellfire, is on the run, pursued by sinister forces who want her power. & by Elminster, Harpers & Knights of Myth Drannor, who want to encourage her to use her powers. **\$7.95**

10. **Masquerades** Alias, heroine of Azure Bonds, agrees to help free Westgate from the talons of the Night Masks crime syndicate, but finds a greater evil is behind them. **\$7.95**

11. **Curse of the Shadowmage** The fiery Harper Mari Al'Marin and the cynical ex-Harper Caledan are reunited when the accursed legacy of the Shadowkling resurfaces. All of Faerun is threatened when an old rival of Kelben of Waterdeep, the archmage, falls prey to the age-old curse and transforms into a Shadowmage. **\$7.95**

12. **The Veiled Dragon** Features the return of Ruha the Bedine witch from *The Parched Sea*. What begins as a simple mission turns into a deadly adventure of intrigue that might cost the Harpers far more than the life of their agent. **\$9.50**

13. **Silver Shadows** Arilyn Moonblade, the half-elf heroine of the best-selling *Silver Shadows*, faces new dangers when her mission to save a band of wild elves from extinction becomes a deep personal struggle. **\$9.50**

14. **Stormlight** Storm Silverhand, the legendary Harper of Shadowdale and one of the Seven Sisters, in her first solo adventure. Storm encounters enemies from a shadowy past. **\$9.50**

15. **The Simbul's Gift** The legendary Storm Queen of Aglond, in an effort to gain further favor with Elminster has a special horse raised for him as a gift. But Thayan spies and assassins complicate things. **June. \$9.50**

The Druidhome Trilogy

1. **Prophet of Moonshae** Danger stalks the island of Moonshae, where the people have forsaken their goddess, the Earthmother. Only the faith and courage of the daughter of the High King brings hope to the island. **\$7.95**

2. **The Coral Kingdom** King Kendrick is held prisoner in the undersea city of the sahalgin. His daughter must seek help from the elves of Evermeet to save him during a confrontation in the dark depths of the Sea of Moonshae. **\$7.95**

3. **The Druid Queen** Threatened by an evil he cannot see, Tristan Kendrick rules the Four Kingdoms while a sinister presence lurks within his own family. At stake is the fate of the Moonshae Islands and the unity of the Folk. **\$7.95**

The Cleric Quintet

1. **Canticle** High in the placid Snowflake Mountains lies a little known conservatory for bards, priests, clerics, and others. But an evil, all consuming essence has been released, and the scholar-priest Cadderly must enter the catacombs far below to save his brothers and himself. **\$7.95**

2. **In Sylvan Shadows** Cadderly and his friends must save the inhabitants of the beautiful elfen forest, Shilmistria, where a new opponent leads an army of vile monsters. **\$7.95**

3. **Night Masks** When Cadderly runs to the city of Carradown for solace, he finds himself besieged by the resident assassins, the Night Masks. He and his companion, Danica, must put a stop to the killers' activities, but he learns more than he wanted to. **\$7.95**

4. **Fallen Fortress** Scholar-priest Cadderly sets out for the hidden bastion of evil, Castle Trinity itself. He must fight his way past a monstrous guardian and traitorous wizard to infiltrate the fortress and confront his past. **\$7.95**

5. **The Chaos Curse** Cadderly's life is shattered upon returning to Edificant library. His, Danica's, and the library's fates hang in the balance until he can end the chaos curse, a job that will prove extremely difficult. **\$7.95**

Heroes of Phlan 3

1. **Pool of Radiance** A possessed dragon commands the undead armies of Vahlinger Graveyard and the beasts from the ruins near Phlan. A spellcaster, a ranger thief, and a cleric join forces to deliver Phlan and Moonsea from the evil incarnate Tyrannthraxus. **\$7.95**

2. **Pools of Darkness** The entire city of Phlan has vanished, ripped from the surface of Toril by dire creatures and magical forces. While the minions of the evil god Bane bicker over the spoils, the brave citizens of Phlan prepare a defense. **\$7.95**

3. **Pool of Twilight** The holy hammer of the Church of Tyr was captured by the evil god Bane 20 years ago. When Bane was destroyed, the relic vanished. The legacy of recovering the lost item was granted to a young paladin. **\$7.95**

Twilight Giants Trilogy

1. **The Ogre's Pact** An ogre kidnaps Brianna of Hartwick & her father forbids any knights to rescue her. A peasant goes to rescue her, but after dealing with the ogre must win her trust & uncover her father's jealously guarded secret. **\$7.95**

2. **The Giant Among Us** As wild ogres and two-headed giants hunt Brianna of Hartwick and her protectors, the web of intrigue and deceit spreads. **\$7.95**

3. **The Titan of Twilight** The secret of Twilight is now revealed, and the role of Princess Brianna of Hartwick in the tangled web becomes clear. Only with the aid of the fibrolic scout Tavis Burdun, the runemaster giant-kin Basil, & the orphan thief Avner, does Briana have any hope. **\$7.95**

The Nobles Series

1. **King Pinch** Pinch's guardian, the King of Ankhpapur, has died without an heir, and Pinch's friends have convinced him to return to pay his respects. But before leaving, Pinch pulls off one more heist. Now he must hide his theft from his travelling companion, priestess Lissa, who serves in the very temple he robbed. He may just hold the secret that will place Pinch on the throne. **\$7.95**

2. **War in Tethyr** Introduces the adventures of many unforgettable characters during a war in Tethyr. **\$7.95**

3. **Escape From Undermountain** In order to rescue a young noble, Artek the Knife must go deeper into Undermountain - the deadliest and most famous dungeon in the Realms - than anyone has ever gone before. **\$9.50**

4. **The Mage in the Mask** The master traveller Volo plans for the weapon to become suspicious. 96 pages. Connects to novel # 3. **Due June. \$3.20**

5. **The Council of Blades** When the entire kingdom is placed in jeopardy by court intrigue and conspiracy, it's up to the Vilhon Reach's answer to the Three Musketeers to save the day. **Due March. \$9.50**

Netheril Trilogy

1. **Sword Play** Discover the Arcane Age of Netheril, the

most powerful magical empire in the Forgotten Realms, when a bold barbarian becomes the pawn of struggling archmages. **\$9.50**

2. **Dangerous Games** Upon his arrival in the legendary magical city, the barbarian is propelled into the central conflict of the doomed empire. **\$9.50**

3. **Moonsong** Follows the barbarian Sunbright as he battles a long-forgotten foe and finds his lost love in a most unlikely place. **Due April. \$9.50**

Lost Gods Trilogy

1. **Finder's Bane** A group of courageous priests, with the aid of Finder Wyvernspur, must attempt to infiltrate the extraplanar city of Sigil, recover a mysterious artifact, and thwart a plot to bring back the evil god Bane. **April. \$9.50**

2. **Fistandantulus** Details a fiendish plot to revive the evil Fistandantulus, one of the most notorious villains of Krynin. He's been dead for centuries, but his loyal followers have hatched a plan to raise him up again. **Due June. \$9.50**

3. **Tymora's Luck** Now, in the conclusion of this trilogy, the adventurers from vastly different worlds, join forces on the planes to rescue a god, and return their worlds to stability once and for all. **Due Oct. \$9.50**

Lost Empires Trilogy

1. **The Lost Library of Cormanthyr** The Library of Cormanthyr is just a myth, or an actual lost piece of history? An intrepid man sets out to find the truth, but his undying avenger is intent on stopping him. **Dec. \$9.50**

Miscellaneous Books

1. **Spellfire** Shandril of Highmoon, an orphaned girl, is bored, so she runs away in search of adventure. An adventure involving Elminster and the evil dracolich. Little does she dream that the spellfire will flow through her as she is instrumental in defeating that great evil. **\$7.95**

2. **Realms of Valor** An anthology of stories, including characters such as Drizzt, Jander Sunstar, and many others. **\$7.95**

3. **Realms of Infamy** An anthology of stories, including the characters Cyric, Artemis Entreri, Manshoon of Zhenti Keep, Eliaith Craulnobor, and Zulkir Szass Tam. **\$7.95**

4. **Once Around the Realms** Volo accepts a dare to prove that he is the greatest traveller in the Realms - he must travel around the globe but without using magic. But he is unaware that he is the instrument of an insidious plan that jeopardizes the safety of all Faerun and beyond. **\$7.95**

5. **Elminster, The Making of a Mage** Reveals the ancient beginnings of the archmage Elminster. He started life as a shepherd boy, but when his flock, village, and parents were slaughtered by a dragon riding mage, he swore revenge. This book follows that long journey. **\$9.50**

6. **Elminster in Myth Drannor Hardcover** Sequel to *Elminster, Making of a Mage*. The young Elminster journeys to the legendary elfen capital of Cormanthyr to learn its ways and magics despite the xenophobic foibles of the elves within. Political intrigue abounds. **Due May. \$32.00**

7. **Realms of Magic Anthology** Never before published takes of magic, featuring the mystical characters of that magical world of the Realms, with Elminster, Volo, Liriel, heretics, and Phlan, etc. **\$7.95**

8. **Murder in Cormyr Hardcover** When a messenger from King Azoun turns up dead in a sleepy little town in Cormyr, a scholarly, retired wizard and a young apprentice team up to solve the crime. **\$29.95**

9. **Realms of the Underdark** Five original short stories from the underworld that spawned dark elf Drizzt Do'Urden. By Ed Greenwood, Elaine Cunningham, and others. **\$9.50**

10. **Cormyr: A Novel Hardcover** On the eve of catastrophe, the epic story of the Realms' greatest nation is told by Ed Greenwood and Jeff Grubb. When King Azoun IV falls prey to assassins, the past holds the clues to events to come. **Hardcover \$37.95 Softcover \$11.00 Due July. \$9.50**

11. **Murder in Halruaa - Hardcover** Darlington Blade thinks he has hitched into an easy con when he passes himself off as a wizard, only to find he's now the target of an assassin. **\$29.95**

12. **Realms of the Arcane** From the library of Candlekeep comes a collection of all new stories of the Realms and the Arcane Age. **Due March. \$9.50**

13. **Evermeet: A Novel Hardcover** The details behind Malor the Beastlord's monumental attack on Evermeet are finally revealed. Thousands of years of scheming culminate in the final conflict, in which the vengeful beastlord and his cohorts attack the island itself. **Due July. \$35.00**

Double Diamond Triangle Saga

Readers can take any path they choose to get from book 1 to book 9. By reading the next title one step sideways or down on the chart, many plot sequences are possible, adding an exciting new dimension to reading enjoyment.

1. **The Abduction** Someone has kidnapped the fiancée of the Open Lord of Waterdeep on the eve of their wedding. Now the lord, Piergeron the Pallidson, must find out who, but not what it seems. 36 pages. Connects to novels # 2 or # 3. **Due March. \$1.60**

2. **The Paladins** Lord Piergeron has fallen ill, but his loyal retainers prepare to rescue his abducted fiancée. But their quest lies far beyond the areas around Waterdeep, and in the uncharted Uter East. 96 pages. Connects to novel # 4. **Due March. \$3.20**

3. **Mercenaries** A shadowy figure hires a group of unemployed pirates to aid him on a dangerous mission. But the mission has a hidden purpose, and somewhere behind the scenes it connects to the kidnapping of a young bride from Waterdeep. 96 pages. Connects to novel # 5. **Due March. \$3.20**

4. **Errand of Mercy** The paladins sent by Lord Piergeron have arrived in a kingdom of the Uter East, but the area is beset by menacing fiends. The warriors are welcomed by the king, but he is only willing to aid their quest if they perform a service for him. 96 pages. Connects to novel # 6. **Due March. \$3.20**

5. **An Opportunity for Profit** Though they've landed in the Unnether East, the mercenaries face fiendish perils or a collision course with another interested party. 96 pages. Connects to novel # 6. **Due April. \$3.20**

6. **Conspiracy** The paladins and mercenaries meet in the search for Piergeron's fiancée, and the dark secret behind the abduction is revealed, and both parties realize that only half the quest is completed. 96 pages. Connects to novel # 7 or # 8. **Due May. \$3.20**

7. **Uneasy Alliances** The paladins and mercenaries join forces to defeat a rampaging army of fiends, and a powerful new weapon comes into their hands. But then their leaders plan for the weapon to become suspicious. 96 pages. Connects to novel # 9. **Due June. \$3.20**

8. **Easy Betrayals** The paladins and mercenaries race after a threat to peace and order throughout the Realms. But the evil leads them to the last place any of them expected to go. Connects to novel # 9. **Due July. \$3.20**

9. **The Diamond** The paladins and mercenaries join for a celebration, but there are still a few loose ends to be tied. 96 pages. **Due August. \$3.20**

DRAGONLANCE

DRAGONLANCE CAMPAIGN MATERIAL

An epic campaign of a terrible war and the righteous struggle against evil set in the magical land of Krynin. This series builds upon the exploits of the players, as they create the valorous deeds of a small band of heroes whose difficult quest ends in a climactic confrontation that will decide the fate of an entire continent.

Tales of the Lance A complete campaign package for the world of Krynin. Includes a 176 page book (covering history, geography, races, character classes, diets, monsters, artifacts, and more), a 4-panel DM's Screen, a deck of Talis cards, NPC data cards, and lots of maps (ruins, towers, crypts, etc.). **\$28.95**

DLR3 Unsung Heroes An illustrated personal & statistical description of heaps of minor personalities from the Dragonlance novels & modules. Ideal source of NPCs for campaign play. **\$15.95**

Leaves from the Inn of the Last Home For reasons beyond the powers of my comprehension TSR have reprinted this nongamer's reference book, 256 pages of short stories, maps, recipes, songs, legends & other esoteric tidbits to tempt the truly dedicated! **\$20.95**

The History of Dragonlance Contents include interviews with authors Margaret Weis and Tracy Hickman and Artist Larry Elmore, an updated timeline of Krynin, descriptions of the line itself, and updated character references through Dragonlance the 2nd Generation. **\$29.95**

DRAGONLANCE: THE FIFTH AGE

DRAGONLANCE: THE FIFTH AGE ADVENTURE GAME Magic has been transformed, the gods have left, and the Dragons rule! This game ushers in a new era of role-playing. A revolutionary new storytelling rules system not based on the AD&D rules allows anyone to experience the Fifth Age of Krynin. Key features are storytelling fate cards, a flexible system for creating your own magic spells, and new character races - minotaurs, centaurs, etc. Boxed set with three books, two decks of cards, and map. **\$39.95**

Bestiary A master guide to beasts cruel and kind. This is an in-depth look at the flora and fauna, peoples and monsters of myth for *Dragonlance 5th Age*. **Due Oct. \$40.00**

Citadel of Light This adventure and supplement explores the centre of the new faith, the Citadel of Light and the mystic power of the high priests and brings mystics to age. **Nov. \$35.00**

Heroes of Defiance Rogues, spies, legionnaires, even kender can become champions of the oppressed. Here are rules for playing the bravest freedom fighters of the Fifth Age. The included adventure continues the saga of *Dragons of a New Age* series. **Due April. \$32.00**

Heroes of Hope Part of the *Dragons of a New Age* adventure. Hope fuels the legacy of the departed gods - the gift to perform mystic miracles through the faith and compassion of the one's spirit. This adventure takes heroes on a quest to find the ancestral crown of the sea elves, and reach a fateful showdown in the land of Malys. **Due July. \$32.00**

Heroes of Sorcery Only a new magic hidden in history can defend Krynin against the dragons. New rules make sorcery even more powerful. The adventure included continues as the heroes discover that their foes, the dragons, may hold the secret to enchantments in the 5th Age. **Due May. \$32.00**

Heroes of Steel First supplement for *Dragonlance the Fifth Age*. Provides players with a complete reference for the fighting men & women of the Fifth Age. Also included is the first part of an epic adventure that sets in motion the Dracons of the New Age saga. **\$28.95**

The Last Tower: The Legacy of Raistlin Explores the mysteries of Wayreth Tower, where Raistlin faced the mystical ordeal of the Soul Forge. Includes two game books (with an adventure set to go against the dragons), a detailed look at the tower, etc. **Due March '97. \$31.95**

Wings of Fury A war of wyrms wastes the world in this climax adventure of the *Dragons of a New Age* epic. The heroes must turn back the tide of war with the Shadow Dragon. Also examines the life and goals of dragons, their attitudes, agendas, powers, etc. **Due Aug. \$35.00**

DRAGONLANCE THE FIFTH AGE NOVELS

1. **The Dawning of a New Age** The Chaos War is over. Magic has gone away...or has it? This novel begins the saga of the humans' struggle for survival in a war torn landscape as new threats loom at every turn. **\$9.50**

2. **The Day of the Tempest** It is Krynin's darkest hour, but a handful of humans refuse to surrender. Spurred on by the sorcerer, Palin Majere and armed with an ancient dragonlance, they set out to slay the dragons. **April. \$9.50**

3. **The Eve of the Maelstrom** New heroes come into focus as well as new and even more deadly enemies, dragons and humans alike. **Due Oct. \$9.50**

DRAGONLANCE ADVENTURE MODULES

DLC3 Dragonlance Classics Vol. 3 Contains DL 10, 12, 13 and 14. 128 pages, for all player levels. **\$23.95**

DLA3 Dragon's Rest Involves the Ethereal Plane & Cinder Gems, whom the God Sargonnas tricks the PCs into searching for. **\$14.95**

DL53 Oak Lords The Speaker of Suns from the elusive Qualinesti is kidnapped by Goblins. **\$10.95**

DRAGONLANCE NOVELS

Dragonlance Chronicles

1. **Dragons of Autumn Twilight** Dragons have returned to Krynin. War and destruction engulf the land. But a woman with a blue crystal staff appears, and a quest is formed, as the woman, knight, keeper, warrior, dwarf and mage search for the legendary Dragonlance. **\$7.95**

2. **Dragons of Winter Night** The adventure continues...treachery, intrigue, and despair threaten to overcome the Heroes of the Lance in their epic quest. Now they search also for the Dragon Orb. **\$7.95**

3. **Dragons of Spring Dawning** Hope dawns with the coming of spring, but then the heroes, now armed with dragonlances, find themselves in a titanic battle with Takhisis, Queen of Darkness. **\$7.95**

Dragonlance Legends

1. **Time of the Twins** The War of the Lance has ended.

12 - Role Playing Games: AD&D

Or has it? Raistlin intends that the darkness return. Only two people can stop him. Crysanla, a beautiful cleric of good who is drawn to him like a moth to a flame, and Caramon, Raistlin's twin. They must travel back in time to save Raistlin. \$7.95

2: War of the Twins Escaping the doomed city of Istar, Raistlin, now a powerful wizard, casts a spell that brings Caramon & Crysanla forward to his point in time. Then he intends to enter the Portal and challenge the Dark Queen. But too late Raistlin discovers he is caught in a time loop that will destroy him. \$7.95

3: Test of the Twins Raistlin casts the magical spell that has cost him so much, and the portal opens...but at the same instant, Caramon operates the time travelling device. The fields of magic shift and collide. Caramon and Tas are flung off into an unexpected time and place where they make a horrifying discovery. Raistlin enters the Abyss to fight Takhis. \$7.95

Dragonlance Tales

1: The Magic of Krynn A collection of short stories including Tanis and Flint helping a young girl find frightened and glinted in the woods. Another story asks if Raistlin truly dead? There are tales of sea monsters, dark elves, etc. \$7.95

2: Kenders, Gully Dwarves & Gnomes A collection of short stories including three adventure seeking sons of Caramon Majere who lose a bet to a magnificently bearded dwarf and end up shanghaied on an incredible gnomish sailing vessel. \$7.95

3: Love and War A collection of short stories, including the legend of Raistlin's daughter, a strange story by Caramon, a novella journeying into secrets of the heart and rumors about the past that have bearing on the future of Krynn. \$7.95

Dragonlance

1: The Reign of Istar A kender becomes a Solamnian Knight (almost). An ogre emerges as an unlikely saviour of the dwarven race. And gladiators compete in the bloodsport of Istar. \$7.95

2: The Cataclysm The Kingpriest's arrogance brings the wrath of the gods upon Krynn. The result is the Cataclysm - chaos and anarchy, despair and villainy...and inspiring heroism. \$7.95

3: The War of the Lance Krynn is caught in the grips of a terrible war between the minions of Takhis, Queen of Darkness, and the followers of Paladine and the gods go good. Dragons clash in the skies, and a group of friends are forged together as a unit - the Heroes of the Lance. \$7.95

DL Saga Heroes

1: The Legend of Huma A gripping story of Huma, the fabled Hero of the Lance. Traces his mysterious origins and his Oath to the Measure, his encounter with unparalleled treachery among the Solamnian knights; his love for the Silver Dragon, and his final showdown with Takhis. But who will win? \$7.95

2: Stormblade The powerful and secret Stormblade sword is stolen, and then turns up years later, setting in motion a series of deadly events. Only a heroic dwarf knows the magic of Stormblade, and he sets out to recover the weapon amidst a land rife with war and treachery. \$7.95

3: Weasel's Luck Young Weasel is shoved into the centre of a centuries old curse. And together with the great Solamnian Knight Bayard Brightblade, and a none-too-bright centaur named Agion, they must overcome the schemes and traps of a sinister illusionist known only as the Scorpion. \$7.95

DL Saga Heroes II

1: Kaz the Minotaur Sequel to the Legend of Huma. Stalked by enemies after Huma's death, Kaz hears rumors of evil incidents. When he warns the Knights of Solamnna, he is plunged into a nightmare of magic, danger, and death. \$7.95

2: The Gates of Thorbardin Beneath Skullcap is a path to the gates of Thorbardin, & the magical helm of Grallen. The finder of Grallen's helm will be rewarded by a united Thorbardin, but he will also open the realm to new horror. \$7.95

3: Galen Benighted Sequel to Weasel's Luck. Galen Pathwarden is still out to save his own skin. But when his brother vanishes, he foresees his better judgement & embarks on a quest that leads to a conspiracy of darkness. \$7.95

DL Saga Preludes

1: Darkness & Light Tells of the time Sturm and Kitara spent travelling together before the fated meeting at the Inn of the Last Home. Accepting a ride on a gnomish flying vessel, they end up on Lunatir during a war. Eventually escaping, the two separate over ethics. \$7.95

2: Kendermon A bounty hunter charges Tas with violating the kender laws of prearranged marriage. To make him return they took his uncle prisoner. He also meets the last woolly mammoth, and a crazy alchemist who pickles one of everything, including kenders! \$7.95

3: Brothers Majere Much to Raistlin's irritation, Caramon accepts a job for both of them: they must solve the mystery of a village's missing cats. The search leads to murder, a thief who is not all that he appears, and a foe who is not what Caramon and Raistlin expect. \$7.95

DL Saga Preludes II

1: Riverwind the Plainsman To prove himself worthy of Goldmoon, Riverwind is sent on an impossible quest: Find evidence of the true gods. With an eccentric soothsayer Riverwind falls down a magical-shaft and alights in a world of slavery and rebellion. \$7.95

2: Flint the King Flint returns to his boyhood village and finds it a boomtown. He learns that the prosperity comes from a false alliance, and he is sent to his death. But he is saved by gully dwarves, who crown him king... \$7.95

3: Tanis - the Shadow Years Tanis the half-elf once disappeared in the mountains near Solace. He returned changed, ennobled and with a secret. Tanis becomes a traveller in a dying mages memory, journeying into the past to fight a battle against time itself. \$7.95

DL Saga Villains

1: Before the Mask Young Vermaard grows up unlovely and unloved, trading friends and family for a dark romance with an evil, mysterious voice, and the sinister weapon it comes to inhabit. \$7.95

2: The Black Wing The rise and fall of an evil dragon. The black dragon Khisanth is awoken from a centuries long sleep, to find the world completely changed by the Cataclysm. She tries to find a rider worthy of her, but it proves difficult. \$7.95

3: Emperor of Ansalon Vast armies surge across Krynn, spreading shadows of evil dragonkind over the land. All these horrific forces follow the commands of one

man...Ariakas, the Emperor of Ansalon. \$7.95

4: Hederick the Theocrat Hederick, the leader of the Seeker religion in Solace, and self-ordained conscience of Krynn, leads an inquisition to kill all who follow magic. \$7.95

5: Lord Toede Vain, pompous, and unreliable, Slavemaster and Dragon Highlord Fewmaster Toded survives every evil trial and tribulation. \$7.95

6: The Dark Queen Takhis, the Queen of Darkness, spends her time plotting her escape from the Abyss. \$7.95

Elven Nations Trilogy

1: Firstborn Sithel, the leader of Silvanesti elves, struggles to maintain a united elven nation, while his twin sons' ambitions threaten to tear it apart. Kith-Kanan leads the Wildrunners, who create tensions by trading with the humans; Sithas allies himself with the elven court. The father mysteriously dies, Kith-Kanan is blamed, Sithas is enthroned. \$7.95

2: The Kinslayer Wars Kith-Kanan commits the ultimate heresy for an elven prince by falling in love with a human. His twin brother Sithas declares war on the humans, and Kith-Kanan finds himself caught in between. \$7.95

3: The Qualinesti The founding of the Qualinesti and the creation of the magnificent society of the renegade elves, the Qualinesti. Kith-Kanan becomes the first Speaker of the Suns, but he is haunted by the unfaithfulness of his wife, and the mysterious behaviour of his son and successor. \$7.95

Dwarven Nations Trilogy

1: Covenant of the Forge As the drums of Balladine thunder forth, calling humans to trade with the dwarves of Thorin, Grayfen, a human struck by the magic of Graystone, infiltrates the dwarven stronghold, determined to annihilate the dwarves and steal their treasure. \$7.95

2: Hammer & Axe Dwarven clans unite against the threat of encroaching humans and create the fortress of Thorbardin. But old rivals are not easily forgotten, and the resulting political intrigue brings about catastrophic change. \$7.95

3: The Swordsheath Scroll Despite the stubborn courage of the dwarves, the Wilderness War ends as a no-win. The Swordsheath Scroll is signed, and the dwarves join the elves of Qualinesti to build a symbol of peace among races: Pax Tharkas. \$7.95

Meetings Sextet

1: Kindred Spirits The reluctant dwarven hero Flint Fireforge is invited to the elven kingdom of Qualinesti, where he meets a young, unhappy elf called Tanis. When the elven princess Laurana declares her love for Tanis, a deadly rival frames him for murder. \$7.95

2: Wanderlust When Tas accidentally pockets a magic bracelet, he becomes the target of a mysterious mage who covets the bracelet's power. Flint and Tanis form an alliance with a sea elf princess & the fabled phetions to save both Tas & the Black Robes from a far worse than death. \$7.95

3: Dark Heart The story of beautiful, dark hearted Kitara Uth Matar, from the birth of her two twin brothers, Raistlin and Caramon. Kitara's growing fascination with evil and ceaseless search for her father throw her into the company of a roguish stranger whose fate is intermingled with hers. \$7.95

4: The Oath and the Measure Sturm grows from youth to manhood in Solace, guided by his absent father's Solamnian Code. Then he meets Caramon, and finds himself fighting the young warrior, much to Raistlin's delight. When Tas meets the three young men, he promptly adopts them, taking them home to Flint's house, where new friendships are born. \$7.95

5: Steel and Stone Tanis, while on his way back from Qualinesti, encounters the beautiful Kitara and rescues her. As the two travel together to Solace, rapport grows, creating a special bond that is later threatened by misunderstanding and conflict. \$7.95

6: The Companions Together in Solace, the seven companions learn about friendship, a daughter, love and contentment. An idyllic year of peace gives each of them strength and wisdom needed to forget the injustices of the past and to confront the challenges of the future. \$7.95

Defenders of Magic Trilogy

1: Night of the Eye The three moons of Krynn align, and Guerrand is visited by a strange mage. He journeys to the Tower of Wayreth, survives an incredible test to become the High Defender of the magical Lost Citadel. Only then does he realise the enemies that he has made. \$7.95

2: The Medusa Plague The people in Guerrand's home village are turning into snake limbs, etc, and thinking that he cursed them, his nephew comes looking for him. But this whole thing is a ploy to get Guerrand out of the Lost Citadel. \$7.95

3: The Seventh Sentinel The survival of magic is once again in question in Krynn. Will Guerrand and Bram DiThon be able to stop Lyim, the renegade wizard, before he destroys Krynn's magic. \$7.95

Miscellaneous

1: Dragons of Krynn An anthology of dragon tails - oops tales. \$7.95

2: The Dragons at War Companion to *Dragons of Krynn*, features a new collection of stories. \$7.95

3: The Dragons of Chaos This new short story anthology features brave heroes, dark villains, differing races, and all varieties of dragons. *Due May*. \$9.50

4: The Second Generation Two new stories by Margaret Weis and Tracy Hickman, dealing with the children of the Companions. It also contains three previous stories. \$9.50

5: Murder in Tarsis Hardcover. The story of a military consul in the army of Ansalon, who is sent to quell an uprising. A conspiracy is afoot to turn the tides of combat for personal gain, risking hundreds of lives in the forces of both Takhis and Paladine. \$29.95

6: Dragons of Summer Flame Raistlin returns, and a new generation of heroes must defend Krynn against an ancient force of destruction. \$10.95

7: The Doom Brigade During the Chaos War, two isolated bands of disparate enemies - dwarves and draconians, the reptilian minions of Dragons - must unite for a common goal. Without an alliance, doom is assured for both parties. Hardcover \$37.95 Softcover \$11.00 Jan '98

8: Tales of Uncle Trapspringer The story of Trapspringer Fargo, who, while on Wanderlust, unknowingly crosses paths with a pair of corrupt gully dwarves and a misplaced evil fiend, leading to madness, mayhem, and lots of problems! *Due Dec*. \$9.50

9: The Soul Forge Hardcover novel. The Chaos War is over, and once again Raistlin bids his companions farewell. Then he pauses to reflect on his life. *Due Dec*. \$38.00

DL Saga Lost Histories

1: The Kagonesti The poignant story of the wild Kagonesti elves before and after the cataclysm. Long after

the other elven tribes had taken to war, the Kagonesti continued to live in peace, until the War of Lance put an end to all harmony. \$7.95

2: The Irda Blessed with exceptional beauty and intelligence, the high ogres, the Irda, developed an advanced culture that mysteriously disappeared. For the first time we learn how a legendary race fell from the grace of their gods. \$7.95

3: The Dargonesti Tells the story of a wayward Qualinesti princess, her resourceful companion, and their experience as prisoners of a warlike branch of the elven races, the deep-sea-dwelling Dargonesti. \$7.95

4: Land of the Minotaurs Minotaurs of Krynn embark upon a conflict against one another, clan against clan. But Kaz learns a terrible secret about the High Priest minotaur Jopfer - he is not what he seems, & all the minotaurs stand in peril. \$7.95

5: The Gully Dwarves The muddled tale of the gully dwarves, one of the most maligned, yet remarkable races in Krynn. When this devious and funny bunch gets mixed up in the worst sort of trouble, they emerge victorious over the slimiest of villains. \$7.95

6: The Dragons From the archives of Dragon history comes the story of two rival dragons who ultimately face each other in a showdown to determine the future of the world. \$7.95

DragonLance Warriors

1: Knights of the Crown The exploits of heroes and villains of the War of the Lance. The Knights of Solamnna are an integral part of the history of Krynn. This follows the path of a novice knight who must learn loyalty. \$7.95

2: Maquesta Kar-Thon Maquesta Kar-Thon races against time, high seas pirates, and her own trepidations to win her father's freedom. \$7.95

3: Knights of the Sword The Knights of Solamnna were an integral part of the history of Krynn and the War of the Lance, but until now their exploits have only been told in the Legend of Huma. As part of the Warriors Series, the three ranks of the Solamnian knights will be highlighted. \$7.95

4: Theros Ironfeld The legendary life of Theros Ironfeld, the mighty forger of dragonlances. We learn of his pre-war life as a gladiator, soldier, and mercenary among the minotaurs, & how he became a follower of Paladine. \$7.95

5: Knights of the Rose The third quest of Sir Pirvan the Wayward culminates in his rise to the status of Knight of the Rose. As more Knights of Solamnna become corrupt, Sir Pirvan once again walks the fine line between his personal codes of honor, loyalty, and duty. \$7.95

6: Lord Soth The tale of the infamous death knight Soth, once a mighty warrior, whose jealous passions and neglect of duty seal his doom of darkness and evil. *Due Mar*. \$7.95

7: The Wayward Knights Sir Pirvan is about to be put out to pasture when he again answers the call of duty, aided only by the knights he recruited so many years ago. *July*. \$9.50

Lost Legends I

1: Vinas Solamnus Chronicles the life story of the founder of the Knights of Solamnus. Chosen to lead Krynn to enlightenment, Vinas embarks on a quest for honor that will shape the future of his world. *Due March*. \$9.50

LANKHMAR

Lankhmar: The New Adventures of Fahrd & The Gray Mouser Fast action, intrigue-filled adventures in true Fritz Leiber style. Includes a quick synopsis of the AD&D core rules so players can play straight away. Come explore Nehwon, home to the famous Fahrd and Gray Mouser. Boxed set including rulebook, DM guide, poster map, & a book of short adventures. \$39.95

Avengers of Lankhmar Sequel to *Slayers of Lankhmar*. Elad Edals back and there's a price on his head. Can the heroes bring the master assassin in and claim the reward before he kills again? \$15.95

RAVENLOFT

RAVENLOFT CAMPAIGN MATERIAL

RAVENLOFT: DOMAINS OF DREAD Vampires, werewolves, terror riddled castles, and all things hair-raising come to AD&D in this campaign boxed set. This hardcover volume completely revises and updates the Ravenloft product line, transforming the desolation of dread into a full-blown, ongoing campaign setting. With new rules on creating characters native to the domains, the magic system, and fear and horror checks. *Due April*. \$48.00

A Guide to Transylvania The only traveller's guide to the heart of darkness in Gothic Earth - the legendary Transylvania. Here in horrifyingly realistic detail is the setting for infinite adventures in the hunting ground of with it is revealed.

Champions of the Mist This rogues' gallery of heroes presents a multitude of characters, including the most popular heroes of the Ravenloft novels. Includes possible adventure hooks & background stories. *Due Nov*. \$19.00

Children of the Night: Vampires Thirteen vampires and adventures featuring Count Strahd von Zarovich's goddaughter, Jester, Sunstar, and eleven other truly unique lords of the night. Complete biographical info for DMs to introduce each vampire into their campaigns is provided. \$25.95

Forged of Darkness Discover many unique magical artifacts of the Darklords - including Azalin the lichlord's personal cache of horrors. The dark history behind each mystical artifact in this collection and the curse associated with it is revealed. \$20.95

MC10 Ravenloft Monsters Describes a host of foul creatures from the fantasy-horror genre. \$17.95

Masque of the Red Death & Other Tales A boxed set that adapts Ravenloft to play in an alternate reality Victorian-era Earth. 5 booklets, DM screen, 2 maps. \$39.95

The Gothic Earth Gazetteer A complete sourcebook for *Masque of the Red Death*, with new info for gaming in the 1930s, complete history of that decade, 12 short adventures, etc. \$15.95

Monstrous Compendium: Ravenloft Appendices I & II The original two Ravenloft Monstrous Compendiums put together to form one book. \$31.95

Monstrous Compendium Ravenloft App #3 128 pages of more beasts to spring on unsuspecting PCs. \$28.95

RR1 Darklords This 96 page accessory introduces 16 powerful Dark Lords to your campaign, describing in detail their history, domain or demesne, special abilities, and spectacular powers. \$17.95

RR4 Islands of Terror 9 exotic islands whose lords are as malevolent as Ravenloft's core Darklords, from the bestial desires of the Hive Queen, to an odious virtuous lady fallen

from grace. **\$17.95**
RR5 Van Richten's Guide to Ghosts Sourcebook on the incorporeal undead, including hunting techniques, origins, the passions that draw them the grave, extraordinary powers, weaknesses, etc. **\$17.95**
RR7 Van Richten's Guide to Werbeasts Dr. Rudolph brings his sanity into question again by researching the shifting shadowworld of lycanthropes. Reveals how they live & multiply & what it takes to cure Ravenloft of lycanthropy. **\$17.95**
RR8 Van Richten's Guide to the Created Introduces golems, animated objects, & Frankenstein style monsters. Reveals their strengths and weaknesses & how to destroy them. **\$20.95**
Van Richten's Guide to the Ancient Dead The mummies of Ravenloft. There is more to these creatures than just crumbling horrors that unwind forth from their tombs. **\$20.95**
Van Richten's Guide to Fiends This 96 page book details the creatures of the Outer Planes who find their way into Ravenloft and become trapped there. Instructs the reader on the origins, habits, and powers of the creatures and how to hunt and destroy them. **\$19.95**
Van Richten's Guide to the Vistani Focuses on the wandering gypsies in the Demiplane of Dread. These evil gypsies once kidnapped Van Richten's son and sold him to a vampire. **\$19.95**
The Nightmare Lands A unique vision of one of Ravenloft's most mysterious domains, the Nightmare Lands. Heroes enter this realm only at the bidding of the night when their spirits are drawn from their bodies and captured by the ruler of this land. Only by defeating the minions of Nightmare's mistress can they hope to escape. **\$31.95**

RAVENLOFT ADVENTURE MODULES

RE1 Adams Wrath A Frankenstein adventure, where PCs must try to stop Dr Mordenheim's hideous monster. **\$15.95**
RM1 Roots of Evil The master vampire Strahd Von Zarovich faces the final apocalyptic showdown with Azal the lich (from RQ3). Includes a return to Castle Ravenloft. For levels 8-12. **\$19.95**
RM2 The Created By day a mad puppeteer sells his wares in his humble toyshop, but at night his horrific doll golems stalk the streets to pursue their evil tasks. Levels 8-12. **\$12.95**
RM3 Web of Illusions Adventure in Sri Raji, an East Indian land of jungles, mysterious temples and the ancient rakshasa - evil masters of illusion & shapeshifting. Levels 8-12. **\$17.95**
RM5 Dark of the Moon A 64 page werewolf adventure for levels 5-8. TSR have neglected to provide any plot comments, but they did say "Werewolves are hot!" **\$17.95**
RQ2 Thoughts of Darkness Bluestpur (great name did someone trip over their typewriter?) is a land of endless night where lightning falls like rain, and an illithid High Master is hatching vampiric mind players in an attempt to achieve immortality. **\$15.95**
RQ3 From the Shadows An lich lord prepares for the coming of the grand conjunction, when the lands of Ravenloft merge with the realms of man, and great powers come within its reach. **\$15.95**
A Light in the Belfry An audio CD adventure in which players have to hunt down an evil Necromancer who destroyed the noble order called the Circle. But failure brings a fate worse than death. **\$23.95**
Children of the Night: Ghosts Thirteen restless spirits roam the lands, each one a unique entity with its own powers, story, and weaknesses. Each self-contained entry is suitable for any location within the Ravenloft setting, suitable for a brief encounter. **Due Oct.** **\$23.95**
Chilling Tales A collection of short Ravenloft Adventures which can be used as short, one night escapades or be plugged into an ongoing campaign. **\$15.95**
Circle of Darkness A tanar'ri fiend has become trapped in Ravenloft and begins a reign of terror, trying to seize a domain for itself. The PCs must try to defeat this ultra-powerful monster before it becomes a Dark Lord. **\$15.95**
Death Unchained In the land of Dementlieu, mysterious deaths of famous champions as well as minions of the dark have reached epidemic scales. The Ebon Fold is behind this grim harvest. **\$20.95**
Death Ascendant Sequel to *Death Unchained*. The Ebon Fold's web of intrigue spreads as the master reaps the effects of Darkness and prepares to proclaim himself Emperor of Terror. **\$20.95**
Hour of the Knife Jack's back (lie the Ripper), except he's really a doppelganger who can copy anyone. **\$15.95**
Howls in the Night Inspired by Sir Arthur Conan Doyle's Hound of the Baskervilles. 32 pages. **\$10.95**
Neither Man Nor Beast The heroes have a confrontation with Frantisek Markov, lord of Markovia, who has been conducting experiments that transform animals into humans, & vice versa. **\$15.95**
Requiem: The Grim Harvest Sequel to *Death Ascendant*. The Grim Harvest culminates with an exploration of Necropolis, the new land of the Dead. This boxed set also has kits and proficiencies to play undead characters and new information on how death alters magic. **\$47.95**
Servants of Darkness Heroes are caught in the middle of a massive witch hunt, where both the alchemist conducting the inquisition and the witches he hunts bring a terrible darkness to the land. Adventure. **Due June.** **\$19.00**
The Awakening For Player Levels 7 - 10. A mummy wakes up and starts to cause chaos in Ravenloft. **\$15.95**
The Evil Eye The heroes must prevail upon the mysterious powers of the gypsy Vistani in order to complete their mission. **\$15.95**
The Forgotten Terror Adventure. A crossover of the *Forgotten Realms* campaign concludes the story arc begun in the *Castle Spulzeer* adventure, where the heroes investigate a mystery surrounding an ancient castle. Can be played alone or as part of the trilogy. **Due July.** **\$19.00**
The Shadow Rift Adventure. Dark elves from legends have escaped from the confines of the Shadow Rift. The heroes must find the clues that lead into the mysterious mist-filled canyon to set things right again. **Sept.** **\$40.00**
When the Black Roses Bloom Lord Soth and his army of death knights emerge from the mists once again. The players explore Sithicus, Soth's domain in Ravenloft, and defy Soth & his army. **\$15.95**

RAVENLOFT NOVELS

The Ravenloft Series

1. Vampire of the Mists Jander Sunstar, an elven vampire, is pulled into the newly formed dark domain of Barovia and forms an alliance with Count Strahd, unaware the Strahd is the very enemy he seeks. **\$7.95**
2. Knight of the Black Rose The cruel death knight Soth finds a way into Ravenloft, then discovers that it is far easier to get in than to get out - even with the aid of Strahd. **\$7.95**
3. Dance of the Dead Larissa is a dancer on a riverboat that journeys to the zombie-plagued island of Souragne. The music is chilling, the captain is sinister, and Larissa must

master the Dance of the Dead to save herself. **\$7.95**
4. Heart of Midnight Even before he had drawn his first breath, Casimir had inherited his father's lycanthropic curse. Now the young werewolf must embrace his powers to ward off his own murder and gain revenge. **\$7.95**
5. Tapestry of Dark Souls The monks' hold over the Gathering Cloth, containing some of the vilest evils in Ravenloft, is slipping. They only hope is a strange youth, who will become either the monks' champion...or their doom. **\$7.95**
6. Carnival of Fear **\$7.95** **7. The Enemy Within** **\$7.95**
8. Mordenheim **\$7.95** **9. Tales of Ravenloft Anthology** **\$7.95**
10. Baroness of Blood A novel about a young lady's father is beheaded by his conqueror, and she plots revenge as his wife, and spreads a legacy of blood and terror across the land. **\$7.95**
11. Death of a Darklord A multiple assassination conspiracy, where assassins are agents of good (or so they think) and their target is the tyrannical evil leaders who rule Kartakkas. But who is their real target? **\$7.95**
12. Scholar of Decay Set between the mysterious Mists of Barovia and the putrid, unexplored underworld, hideous beasts stalk the innocent, and the wise seek strong walls before the sun goes down. **\$7.95**
13. King of the Dead The horrific tale of the Darklord Azalin the lich's former life and his descent into Ravenloft. **\$7.95**
14. To Sleep with Evil Focusing on the mystical Vistani fortune-tellers, this is a story of sorcery, passion and horror. A young bride becomes ensnared in a deadly plot of vengeance when a gypsy's curse reaches out from beyond the grave. **\$7.95**
15. Lord of the Necropolis By sending his minions to harvest the life force of the occupants of Darkon, Lord Azalin hopes to become the demilich and escape the world of Ravenloft. His plan succeeds, but only partially, resulting in startling, permanent changes in the land of Darkon. **Due April.** **\$9.50**
16. Shadowborn The name Shadowborn brings horror into the hearts of the undead, for it belongs to the family who has pledged to reclaim the Demiplane of Dread for the forces of light. Shadowborn, armed with his own weapons of enchantment, sets out to destroy the undead. **Nov.** **\$9.50**

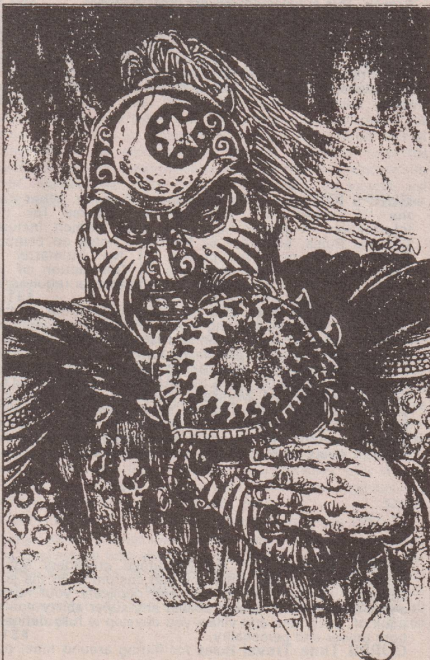
Miscellaneous

1. I, Strahd Sergei, young and idealistic brother to the war-hardened Strahd, loves beautiful Tatyana. But so does Strahd, who sees in her all the grace and beauty the war had robbed from him. To win her hand, Strahd will do anything, even enter a pact with Death and seal it with his brother's blood. **Hardcover - \$23.95** **Softcover - \$9.50**
2. I, Strahd: The War Against Azalin Strahd's perfect aristocratic existence is threatened by the arrival of the evil lich Azalin, whose army of the undead lays waste to the borderlands. In the war of undead verses undead, who can survive? **Due Oct.** **\$9.50**

Earthdawn

FANTASY Epic fantasy adventures in a medieval world, where the struggling peoples of the free races of Barsaive are pitted against the evil Empire of Throm as well as the monstrous creatures remaining from the Scourge. This game appears to be about the origins of the ShadowRun world, revealing the races before magic was locked away. **By FASA.**

EARTHDOWN RPG A 336 page hardback book detailing everything players and gamemasters need to adventure in the world of Earthdawn. The book features 48 pages of color plates showing the different disciplines and races available to players, as well as many of the supernatural creatures. The history, cultures, and weapons of the various races are covered, as well as the cloud-ships of the Empire. Players can be elf archers or troubadours, ork beastmasters or cavalry, dwarf elementalists or weaponsmiths, human illusionists or nethermancers, troll sky raiders, t'skrang swordmasters, Windling thieves, Obsidian warriors or wizards. Includes 18 full color treasure cards. **Hardcover \$43.95** **Softcover \$31.95**
Arcane Mysteries of Barsaive Magicians wield the greatest and most fantastic powers, their spells can blast away mountains, turn day into night, and raise the dead. Offers more than 200 spells. Includes new talent knacks and magical items, ranging from simple fire-starter wands to magical treasures once wielded by heroes. **\$24.00**



Barsaive Campaign Set Boxed set including 36 creature & treasure cards, poster map, a Guidebook to Barsaive, and a GM book with creatures, treasures, important people & legends. **\$39.95**
Blades This adventure leads the PCs across Barsaive in search of the Key Knowledge to empower the Blades of Cara Fahd, magical daggers originally wielded before the Scourge. But the characters learn that within the Blades is power so dangerous that it threatens all life. **\$23.95**
Creatures of Barsaive The Horrors are not the only threat to those who travel across Barsaive. The wild creatures of the land, some twisted by the Scourge into living nightmares, pose dangers to the adventurer unlucky enough to cross their path. The beautiful Death Moth, with its fatal sting, the pangolins, who can disembowel a troll with one swipe of its claws, etc. 50 creatures. **\$28.95**
Denizens of Earthdawn Vol 1 Includes heaps of full color plates, this 128 page book describes the elves, humans, t'skrang, and windlings in detail, and provides race-specific disciplines, new talents, and special rules for playing each race. **\$28.95**
Denizens of Earthdawn Vol 2 An in-depth description of dwarves, gnomes, orks, and trolls (such as Fluffy Turnbolls, Bob Floppers - just kidding) & how they fit into society. **\$28.95**
Earthdawn Companion Guidelines for advancing characters beyond limits set in the rules. Has 50 new Talents, 40 new spells, a system to create new original character disciplines, rules for playing questors and lightbearers, rules for ship combat, etc. **\$28.95**
Earthdawn GM Pack GM Screen, sheets of treasure cards, a full length adventure, & campaign guidelines. **\$19.95**
Earthdawn Survival Guide Offers players and gamemasters a detailed look at the hazards of exploration and adventuring in the land of Barsaive. Includes first-person accounts of Barsaive's myriad of dangers, from the hazards of the underground and wilderness expeditions to the dangers of travelling, as well as descriptions of the Badlands, Death Sea, the Mist Swamps, and the Vistani and rules for travel and first aid and healing. **\$28.95**
Horror The Horrors, abominable creatures from the darkest depths of astral space, are some of the most powerful and destructive beings ever to roam the world. Though the end of the Scourge sent many of them back to the hell that spawned them, several of the strongest and most dangerous remained behind... **\$28.95**
Infected A Manual of Magic adventure in which the players race against a Terror by members of the Grim Legion, who have placed the village under quarantine. But where are her powers coming from? Can you save her and her village? **\$15.95**
Legends of Earthdawn Vol 1 Offers players and GMs 30 legends told among hte people of Barsaive, involving heroes, Horrors, and legendary magical treasures. This book also provides suggestions for creating adventures based on each of the legends. Statistics are included for Horrors & Magical Items. **\$15.95**
Legends of Earthdawn Vol 2: The Book of Exploration Offers adventurers a wealth of info by posing questions, recounting legends, offering clues to ancient puzzles, describing both unimaginable depravity and selfless sacrifice, and many tales of exploration. **\$15.95**
Magic: A Manual of Mystical Secrets Expands the use of magic and provides rules for using magic in previously unexplored ways. In addition to offering a spell design system, this book describes new uses for thread and blood magic, and new rules for enchanting and creating magical items, summoning spirits and exploring astral space. **\$28.95**
Parlath: The Forgotten City Once the Theran provincial capital, this city is an overgrown sprawl of crumbling towers and moss covered temples. But there hidden are countless treasures, magic, & secrets - explored! With a 144 page book detailing the city and explorers' outpost of Haven, options for exploring the ruins, etc. There are fragments of first hand info about the ruins in the form of documents, a map, & 18 cards. **\$39.95**
Parlath Adventures Four grueling adventures which take characters from the frontier town of Haven through various areas within the ruins of the Forgotten City. For characters of Circles 2-5. Includes Slumbering Horror awakening to malevolent life and turning Haven into a seething cauldron of violence into chaos; an ancient Theran treasure; & undead. **\$15.95**
Prelude to War The arrival of a city-sized stone airship marks the long-dreaded return of the Theran Empire to Barsaive, the first step in the Theran's scheme to reconquer the province they once ruled. And the orks are all gathering together in unity to fight a bad sign for the other races. **\$24.00**
Shattered Pattern An elderly elf asks the characters to discover his lost name and identity, but the truth leads to much more than the characters suspect, as they find themselves caught between the forces of the Horror and a Dragon. **\$15.95**
Sky Point and Vivane The city of Vivane is the Theran Empire's last foothold in the province it once owned. Hundreds of feet above Vivane, supported by vast stone pillars, is the fortress known as Sky Point, the center of Theran Military power in Barsaive. It commands a vast fleet of armed airships and massive, floating citadels, all capable of wreaking untold destruction. Boxed set. **\$39.95**
Sky Point Adventures From a search for stolen coins belonging to a Theran Noble house; to a vital document falling into master criminal's hands; to a sinister plot to magically control the minds and wills of captured slaves. Three adventures. **\$15.95**
Terror in the Skies The trading companies of the city of Travar are being plagued by sky-bound Horrors, & the group of PCs are helping defend the cities airships before being sent on a quest. **\$15.95**
The Blood of Wood Once the Elves of the Blood Wood embodied beauty and grace. Now they are torable to behold, having corrupted themselves with powerful magic in order to escape the Horrors. Constantly bleeding from the thorns that pierce their bodies, these elves live in agony amidst an unnatural, twisted wood. **Due June.** **\$29.00**
The Mists of Betrayal When a group of heroes are hired to deliver a payment to the Elven Court, they learn the corruption of the Elven Court extends into the heart of Barsaive. **\$12.95**
The Serpent River Though the five trading houses of the t'skrang control the Serpent River, even they cannot protect travellers from the menacing creatures that lurk in its depths and the pirates who plague its banks. **\$28.95**
Throal: The Dwarf Kingdom The mighty dwarf kingdom from the bustling, noisy Grand Bazaar to the majestic chambers of the Royal Hall, this kingdom encompasses seven cities built of people from all walks of life; dwarf merchants, ork tavern owners, t'skrang swordmasters, windling thieves, etc. With adventure hooks and heaps of background information. **\$31.95**
Throal Adventures Adventures set around the Kingdom of Throal, from intrigue to clashes with authorities, criminals and Horrors, as adepts investigate strange rumblings beneath the Inner City of Hustane. **\$18.95**

EARTHDOWN NOVELS

6. Shroud of Madness Cassian, a Theran official, is sent to the city of Vivane to investigate the brutal murders and mysterious suicides of several nobles and their children.

14 - Role Playing Games: Eric - Heavy Gear

There he uncovers a blood-magic cult deep in the heart of the city, where the member is trying to destroy anyone connected to her bloodline. **\$3.95**
7. Lost Kaer Kaer Moar's depressed inhabitants believe the Scourge still lingers outside the protective walls. When Delain discovers that the keystone responsible for warding off horrors is damaged and that the magical device created to signal the end of the Scourge has not moved in years, he vows to save the kaer - but the thing lurking in the shadows won't let them go without a fight. Due Nov. **\$7.95**

Eric

DARK FANTASY The brutal world of the Young Kingdoms, a realm where decadent empires crumble as bold new nations gain in power. Based on Moorcock's books. By Chaosium.

Eric! RPG A new and complete roleplaying game set in the Young Kingdoms. This game replaces Stormbringer. It features streamlined combat, a cast magic system, summonings, and a rich background from the Eric Saga. With 158 pages, featuring a new map of the Young Kingdoms. **\$31.95**
Atlas of the Young Kingdoms Vol 1 Discusses the Sighing Desert, the Weeping Waste, heavenly Tanelorn, horrible Nadsokor, the ancient evil of Org and the Forest of Troos, free-trading and progressive Ilmoria. We learn histories, products, attitudes, customs, etc. **\$28.95**
Castle Of Eyes Novel A novel of dark fantasy by Penelope Love, Australian author of many scenarios for Eric and Cthulhu. **\$19.95**
Eric Screen 6 panel screen plus loads of goodies: 4 rules reference cards, bookmark with index, new character record sheets, 11x17" map of the world, & the Curse of Chardros, a complete scenario. **\$23.95**
Rogue Mistress Tricked by a cruel sorceress, the adventurers are thrown into a quest that encompasses seven strange worlds. Aided by a feisty buccaneer, and a few doom-laden NPCs, they begin to plot their vengeance. An excellent series of adventures that builds up quite a bit of momentum. **\$23.95**
Sailing on the Seas of Fate All the information needed to expand your campaign across the mighty oceans of the world. Ship and sailing rules as well as adventure ideas. **\$18.95**
The Bronze Grimoire The magical supplement includes new enchantments, powerful additions to spells, a discussion of elementals, & disturbing new demon breeds. **\$18.95**
The Fate of Fools Two complete adventures set in the Young Kingdoms. Can you resist the advance of the Lord of Ennu? **\$17.50**
The Unknown East Twelve thousand years ago a strange people settled an island, changed the world and changed themselves. Melinbone and her chaos patrons warred against the Menastri, supporters of the balance. The Menastri fled to unknown eastern lands, where they build great kingdoms. But now Melinbone has found them again. **\$28.95**

Epiphany: Legends of Hyperborea

Fantasy A simple and playable game that brings the mystery of Atlantis to life. By BTRC.

Epiphany: Legends of Hyperborea RPG A brand new release from BTRC. In this complete diceless role playing game, Atlantis is alive! Atlantis, Lemuria, Mu, legendary kingdoms of magic, all now sunk beneath the sea, and despite our science and technology, they remain hidden, and so confined to the world of myth. You role play in the past of these magical kingdoms, before their destruction. Even without dice, the outcomes of debates and duels are still uncertain. **\$10.00**

Fading Suns

SCI-FI Set in mankind's far future, where a new dark ages has fallen. By Holistic Designs.

FADING SUNS RPG It is the dawn of the sixth millennium after Christ and the skies are darkening, for the suns themselves are fading. Humans reached the stars long ago, building a Republic of high technology and universal emancipation - and then squandered it, fought over it, and finally lost it. A new Dark Age has descended upon humanity, for the greatest of civilisations has fallen and even the stars die. Now, feudal lords rule the Known Worlds, vying for power with fanatic priests and scheming guilds. 270 illustrated pages rich in background and information, as well as a star map. **\$40.00**
Byzantium Secundus Byzantium Secundus - the center of the Known Worlds and seat of the Empire. There is no more important or intriguing world, for here the fates of millions are determined. Ambassadors, Church fathers, alien envoys all vie for the Emperor's attention. From here Alexius' knights fan out across the Known Worlds on quests for glory. They do not realise that the great perils lie in their own backyard. This world's darkest pits hide unimaginable evil. **\$29.00**
Fading Suns GM Screen & Weapons Compendium A sturdy screen with charts and tables, complete with weapons and armor lists and more. Includes a fully illustrated Weapons Compendium detailing the wide variety of Known Worlds weapons, from splinter swords and cluster guns to the more exotic Symbiot guns. **\$19.00**
Forbidden Lore: Technology Technology is the Known Worlds is not what it once was. Science fell from its pinnacle with the rise of feudal lords and superstitious priests, stamped out by ignorance and fear. Engineers pick over the bones of the past to revive ancient war machines. Information on starships, artillery, vehicles, church law, economics, think machines, cybernetics, etc. **\$24.00**
Lords of the Known Worlds Nobles are the unquestioned rulers of the universe. Few are privy to their lifestyles and secrets, and the great unwashed understand little of the little and problems associated with rulership, taxes, wars, rivals. Herein are detailed histories and sociologies of the 5 Royal Houses, 10 minor houses, & alien nobility, Ur-Obun councilmembers, & Vorox lords. **\$29.00**
Priests of the Celestial Sun The nobles may rule the secular lives of the Known Worlds, but the Church guards their souls, and in doing so, dictates to them the future. But now sects are arising and causing divisions and weaknesses. Due August. **\$30.00**

Feng Shui

SCI-FI/FANTASY Time travelling martial artists

battle an endless horde of evil men and creatures bent on changing time to suit their own ends. A bit like the movie *Timecop*. By Daedalus Entertainment.

FENG SHUI SHADOWFIST RPG The true power of feng shui is known only to a few - too bad they all want you dead. Bad guys are coming out of the woodwork to wage the secret war, powerful enchanter sorcerers from ancient China to modern-day conspiracy masterminds to cyber-demonic scientists from the future. They have almost won: portals through time lay bare a secret history of our world, a history that is now constantly being changed like the breeze, and so could erase you without you even knowing it. There's only one thing between these monstrous powers and complete control over all humanity - you and your group of secret martial artist warriors, with your kungfu skills, spells and chi, and modern day weapons. This RPG is based on the ShadowFist trading card game, and consists of 286 full color profusely illustrated pages full of background. **\$47.95**
Back For Seconds Help wanted. Kill-crazed assassins, arcanomorphing abominations, cheapo cyborgs, rogue demons, vengeful talking world-class heavy hitters, ripped bleeding from the world of the ShadowFist card game, smashed right down into your campaign with full stats and stories. 78 pages. **\$27.00**

Marked for Death With five tales of the secret war, ready to spring on the players. Can they defeat a powerful demon lord...or two? Are they up for an incursion into the home turf of the Architects of the Flesh? Do they know their way around the Netherworld? With lots of cool fight scenes, great settings, etc. **\$20.95**

GURPS

GENERIC An elegant system, with supplements for every type of RPG genre that can be linked to the basic mechanics without the need to learn a new set of rules. By Steve Jackson.

GURPS BASIC RULEBOOK 3rd Ed. 256 page softcover - contains all the necessary mechanics, including magic, advanced combat, psionics, character creation, record sheets, etc. **\$31.95**
GURPS Alternate Earths Travel the Confederate States of America by dirigible, battle the Aztec Jaguar Knights in their conquest of Europe, join the American resistance against Nazi occupation, march with Roman legions in their campaigns in the New World. **\$28.95**
GURPS Autoduel 2nd Ed Set in our post-apocalyptic world, based on the Car Wars boardgame. Its a world devastated by war, famine and despair...on lawless highways where the right of way goes to the biggest gun. Includes an updated AADA Road Atlas and Survival Guide, vehicle construction, character creation, campaign ideas, history of Autoduel America, etc. **\$28.95**
GURPS Celtic Myth Standing stones. Headhunting and human sacrifice. Lusty kings and cattle-riding queens. Naked warriors painted blue. Mysterious druids and crafty Sidhe. The Celtic world was full of strange enchantments and bloody battles. **\$31.95**
GURPS Compendium I Compiled from over a hundred GURPS books and dozens of Pyramid Magazine articles to bring you the most complete compilation of character generation rules ever. **\$34.95**
GURPS CthulhuPunk A new frightening roleplaying world that contains the horror of Cthulhu with the dangerous, dark world of Cyberpunk. **\$31.95**
GURPS Cyberpunk An accessory for playing Cyberpunk with GURPS. **\$31.95**

GURPS Dinosaurs Giganotosaurus, the largest carnivore to walk the Earth, packs of Deinonychus, the "terrible claws"; Triceratops, armed with shield and spears; Ankylosaurus, the living tank; the fearsome Tyrannosaurus Rex...their fossil bones inspired myths of dragons and other monsters. Their images still terrify us today. Visit their world - or have them visit yours. **\$28.95**
GURPS Fantasy Folk Ed From the tiny winged Eyllion to the treetop-tall Giants, this book brings 24 nonhuman fantasy races to GURPS. **\$31.95**
GURPS Goblins The first full color GURPS supplement. This is an adults only humorous look at 1830 Georgian London. This culture is infested with goblins, devious, evil creatures which includes gnomes, hobgoblins, trolls, ogres, giants, etc. They come in whatever shape, size and color you please. **\$31.95**
GURPS Greece Quest through the Heroic age of legends, with Heracles, Odysseus, Medusa, Achilles, the nine headed Hydra, Harpies, the Minotaur etc, or campaign in historical Greece. This supplement covers both in detail. **\$31.95**
GURPS High-Tech 2nd Ed Weapons and equipment through the ages, from the ascendance of gun powder through the modern era. 128 pages. Includes rules for loading, firing, and special weapons and ammo characteristics. Includes personal armor, heavy weapons, explosives, communication and vehicles, medicine, and tools. **\$31.95**
GURPS Illuminati The Secret Masters have denied all knowledge of the various conspiracy theories put forth in this recently published book. "To begin with, we aren't even exist," said a spokesman, "The Illuminati are a myth." He went on to say, "Everything you know is a lie. Everything you suspect is true!" **\$28.95**
GURPS IOU About the Illuminati University. What does the 'O' stand for? You are not cleared for that information. A highly humorous book, which includes Campus Rules, such as: 6) No black holes on campus. Except small ones on pizzas; 7) No antimatter on campus, either. Even on pizzas; 8) Destruction of the Earth, the Sun, or other Solar System objects requires the written permission of the Arch Dean! **\$31.95**
GURPS Martial Arts 2nd Ed Rules for over 50 different armed and unarmed fighting styles, including historical and modern styles, science fiction and fantasy styles. Each style is presented in realistic and movie forms. **\$31.95**
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GURPS Robots A cold-eyed stare from the shadows of the alley...the spine-tlinging scrape, scrape as metal of the drag alone the concrete, the squeaked and whirr of hinges as hydraulics as the machine approaches. The robot is an intriguing yet sinister being - created to serve, but in many ways superior to its weak and fallible human masters. We need the robots, do they need us? **\$29.00**
GURPS Supers 2nd Ed Costumed crusaders fighting against forces of evil. Now you can custom build the super character of your choice. You can duplicate your favorite comic-book hero or design almost any super ability you can think of. Each hero and villain you develop is fully defined in both power and personality. **\$31.95**
GURPS Time Travel Rules for flitting around time, past,

present, future. **\$31.95**
GURPS Vampire Allowing you to play Vampire stuff with GURPS rules. **\$31.95**
GURPS Vehicles 2nd Ed 208 pages. From rowboats to racing cards, balloons to battlesuits, trains to teleporters - if you can dream it up, you can design it with this book. With a streamlined vehicle design process, with more options, features and accessories at every step. **\$35.95**
GURPS Warehouse 23 The Art of the Covenant shifts on a shelf next to the gold plates of Moroni and the dissected corpses of Martian invaders. Scores of bizarre items - and the ultra-secret facility that stores them. This warehouse is like "Area 51" or "Hanger 17", being a government installation hiding the truth from the public. **\$28.95**
GURPS Werewolf Allows you to play Werewolf with GURPS rules. **\$31.95**

Harnmaster

FANTASY A fantasy world with an extensive, rich background. By Columbia Games.

HARNMASTER RPG 2nd Ed The long awaited 2nd Edition rules for the Harnworld fantasy world setting. This edition has been completely rewritten, with an emphasis on ease and use. The rules are presented in a modular format, with dozens of optional rules that allow you to customize your own level of detail. All pages are printed on cardstock, with extensive use of color. Characters have personal histories and distinct personalities. Skills are derived from character attributes and improve with experience. Combat depends on weapon skills and experience. Does not use "hit points". You receive injuries to your body, and these wounds take time to heal. **\$49.95**
HarnMaster Pilots' Almanac Details later. **\$25.95**
HarnMaster Character Sheets Pad of character sheets in full color. **\$10.50**
HarnPlayer Comprised of three parts. The first is an overview of the geography, politics, economics, law, religion, and history of Harn. The second covers the Harnic legends and folklore. The third is a players' Harnic Dictionary, a comprehensive alphabetical reference which players can look up on an ongoing basis. **\$25.95**
HarnMaster Magic Details later. Due Nov. **\$37.95**
HarnMaster Religion Details later. Due July. **\$37.95**
HarnMaster Military Details later. Due Nov. **\$63.95**
HarnMaster Military Details later. Due Nov. **\$37.95**

HARNWORLD 2nd Ed This is a realistic medieval environment for fantasy gaming. Using any rule setting, you can now create and plan your own quests and adventures within a complex and detailed fantasy background. Quality, detail and consistency are evident on every page. This two book set includes a stunning color map of Harn, along with an overvalued and detailed index of the cultures, economics, geography, history, politics, and religions of the island. Also covers Kethira and Lythia with the same detail. **\$32.50**
100 Bushels of Rye Adventure in which the players must investigate the violence at Loban manor and Amba mine, and then if possible solve the mystery. The village of Loban has been mapped and described in some detail. **\$12.95**
Araka-Kalal The mysterious pit of Ilyer is reputed to be the home of Harn's most bizarre inhabitant, the deity Ilyar. Includes two color maps, one of the pit and another of a nearby temple complex, geography and history of the area, and an adventure for several adventures. **\$20.95**
Azadmere A dwarf mountain kingdom and city. Includes a color map of this impressive walled city, plans of the city's tunnel network, and history, culture, religion and economics of this region. **\$17.95**
Castles of Harn All eight sites in Castles of Harn include a color local map, interior plans of each castle, and a key to special features in each settlement. **\$20.95**
Castles of Orbaal With a full color map of the Viking Kingdom of Orbaal, showing all major settlements, roads, trails, etc. With an index of political, social, and economic for each settlement. Features four castles in detail including color maps, detailed interiors. **\$20.95**
Cities of Harn Details later. Due Dec. **\$32.50**
Chybsa A tiny feudal kingdom in eastern Harn, ruled by Verlid II. Chybsa maintains a fragile independence from Kaldor and Melderyn, both of whose kings have claims on her crown. Includes full color map, history, etc. **\$15.95**
Curse of Hlen An adventure set in the locals of Borin, Hlen, Varaxis, and the city of Nascent Visions, which is a great city in Yashan, fought over by legions of Laran and Argik for thirty centuries. It is currently held by an ambitious warlord of unknown origin. And Panage awaits your arrival. **\$20.95**
Dead of Winter Adventure. Due July. **\$15.95**
Evaal Elf kingdom. More details later. Due Sep. **\$20.95**
Kaldor The Kingdom of Kaldor is on the verge of a succession crisis. The aging king has no legitimate heir, and contenders for the throne are jockeying for position. A large color map of the kingdom is included, with political, historical, economic, and cultural notes. **\$23.50**
Kiraz: the Lost City Now and then an adventurer grown brave from too much ale, and greedy from tales of treasure, comes to Kiraz. If he is not enslaved or slain by the Equani or gargun, he may just manage to escape. **\$15.95**
Nasty, Brutish & Short Contains details on the unique Gargun (orc) cultures of Harn, color maps, and interior plans of four Gargun caverns, and six related orc-bashing adventures. **\$20.95**
Orbaal This fragmented and unruly northern kingdom, was a Jarin realm before being conquered by Ivinian vikings. Includes notes on the history and culture of Orbaal, genealogical data on the royal clan, and a color page of heraldry for thirty-eight great clans. **\$20.95**
Pilots' Almanac Maritime and flying rules for Harn. With this module it becomes possible for PCs to go to sea and follow a career as a pilot, pirate, or maritime trader, or a combination of all three. With 4 gorgeous color maps. **\$26.00**
Tharda Republic. More details later. **\$20.95**

Heavy Gear

SCI-FI A new game from Dream Pod 9 and Janus Publications, being the RPG of the excellent Heavy Gard card combat game. The world is heavily inspired by Japanese anime and manga.

HEAVY GEAR RPG This book includes the rules needed to play the game plus some basic information on Terra Nova and the rest of the Heavy Gear background. The rules allow play either as a RPG, a tactical tabletop wargame, or a combination of them both. The game is set in the year 6132. The 240 + page rulebook includes tons of stunning art of mecha, etc, basic and advanced rules, a vehicle construction section, sample units of soldiers, etc. The world Terra Nova was settled a thousand years ago, but now is isolated from Earth after the collapse of the Human

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Concordat. Two confederations exist on Terra Nova and apart from beating off invasions from imperialistic Earth, they totter on the brink of world war, with constant border clashes and raids. Aircraft are rare due to horrendous weather, and there are few seas, so warfare is restricted to ground units such as Heavy Gears: suits of body armor making an infantryman into virtually a small vehicle, light and heavy tanks, striders, grunts, etc. \$47.95

Duelist's Handbook The ritualised and violent world of Gear dueling. Examines the duties and lives of military, professional and underground duelists, and features three new Gear models, new weapons, new perks, and detailed rules for small scale tactical combat. The city-state of Khayr is detailed as well as 7 PCs. \$31.95

Field Guide: Northern Vehicles # 1 This 48 page volume provides 18 of the most common Heavy Gears used by the armed forces of the Northern Hemisphere. Six new vehicular weapons are also examined in depth. Ready to play record sheets and 24 gorgeous full color counters of Heavy Gears are provided. \$21.50

Field Guide: Northern Vehicles # 2 48 pages of 18 new vehicles and mecha etc used by the Northern Hemisphere forces, including a new stealth fighter, two new striders, 8 new mecha, new tanks, etc. \$21.50

Field Guide: Southern Vehicles # 1 This 48 page volume provides 18 of the most common Heavy Gears used by the armed forces of the Northern Hemisphere. Six new vehicular weapons are also examined in depth. Ready to play record sheets and 24 gorgeous full color counters of Heavy Gears are provided. \$21.50

Field Guide: Southern Vehicles # 2 Eighteen new vehicles and over 30 stunning full color counters, including new weapons such as the Panzerfausts, a stealth fighter, new striders, new mecha, new AFVs. \$21.50

Heavy Gear Character Compendium Personalities and archetypes for GMs to spice up their campaigns. Each character has adventure seeds and links with one another. Also has NPC general. \$31.95

Heavy Gear: Desert Maps (4) Two each of two 15" x 19" color maps of desert, with 1" hexes. \$17.95

Heavy Gear Gamemaster Starter Kit A stunningly produced accessory for Heavy Gear, including a three fold GM screen with all the important tables; a 48 page booklet containing a ready to run adventure with a full cast of PCs and NPCs; two new Heavy Gears; blank character sheets; 4 16x21" color maps (2 of desert, 2 of woodlands); nearly 100 stunning counters including 24 Heavy Gears, 16 APCs, 2 striders, 16 infantry, 27 speed markers. \$40.00

Heavy Gear GM Screen & Counters Same screen and counters as above, but without the booklet & maps. \$22.50

Into the Badlands Sourcebook Info on the people of the Badlands. Focuses on people and events, and emphasizes how their relationships are changing with the move to war. Includes Paxton Arms, new settlements, Rover Gangs, Northern and Southern Forces, Semi-Legendary and Riders, etc. \$21.50

Mini Heavy Gear This is like the old Mini Car Wars. It is a complete game of Heavy Gear mecha combat, printed on a full color, double sided sheet, which includes shortened rules, 8 counters of heavy gear, rules, and a small map. It plays by itself, you don't need any other rules. (You need a few D6 dice). \$2.95

Northern Lights Confederacy Sourcebook Travel to the true north in the first Heavy Gear League sourcebook. Gives complete details on the NLC, which is torn apart by a powerful religious conflict. *Due June.* \$32.00

Northern Vehicle Compendium One This first volume contains the Gears and striders originally found in Field Guides N1 and N2, along with all the weapons, perks and flaws found in these two books, and a wealth of new material. Has fifteen heavy gear classes, seventy vehicles, two strider classes. \$43.50

Northern Vehicle Record Sheets One Companion to the Vehicle Compendium. Provides record sheets for 86 widely deployed Gears, 8 Combat Striders, 10 vehicle prototypes, and also has variants. \$29.95

Southern Republic Army List The Southern Republic is a sweeping land gifted with natural beauty and a prosperous civilization. It is also an imperialist league formed upon supremacist ideologies whose history is steeped in the blood of the conquered. A look at the power behind the might of the Southern Republic. History, ranks, traditions of the armed forces, stats on new republican vehicles and equipment. \$39.95

Southern Republic Sourcebook Complete details on the most powerful of the four Southern leagues of Terra Nova. Geography, history, economy, and society, including details on all its city-states. *Due July.* \$32.00

Southern Vehicle Compendium One All the Southern vehicles found in the Heavy Gear books, as well as brand new Heavy Gear designs, along with background information on the Corporations making the Heavy Gears. \$43.50

Southern Vehicle Record Sheets One Companion to the Vehicle Compendium. Provides record sheets for 83 widely deployed Gears, 11 Combat Striders, 10 vehicle prototypes, and also has variants. \$29.95

Tactical Air Support Covers everything not included in the primary rulebook, from air war tactical rules (movement, special maneuvers, altitude) to dogfighting (one-on-one aerial combat). It also includes all the necessary aircraft design and maintenance rules, new weapons, new perks, flaws, and twenty different aircraft types, and NPCs. \$26.95

Tactical Field Support Contains the all-new skirmish scale, a detailed advanced combat initiative system for small unit actions, advanced artillery rules, advanced minefield rules, eight new support weapon systems, and game stats for 25 battlefield support vehicles. \$32.00

Technical Manual Provides full background and development info, technical illustrations; complete rules for using, repairing and modifying Heavy Gear technology. 23 new ammo types. \$31.95

Terra Nova Sourcebook Complete and gripping history of the Heavy Gear universe, from mankind's early steps in space to the terrible War of the Alliance; an extensive examination of Terra Nova's characteristics from geology to hydrography and each region's flora and fauna; a listing and description to all city states, heaps of NPCs; cultural and lifestyles; a listing of planets colonized by man in the 62nd century, etc. The entire book is beautifully illustrated in B&W. \$31.95

Woodland Maps (4) Two each of two 15" x 19" color maps of woodlands, with 1" hexes. \$17.95

Heroes Unlimited

SUPERHERO A good moderate-complexity system that is fully compatible with Ninjas & Superspies, Beyond the Supernatural, TMNT & the Palladium RPG. By Palladium.

HEROES UNLIMITED 248 page softcover with chapters on creating characters, skills, combat, aliens, bionics, experiments, hardware, vehicles, magic, mutants, physical training, psionics, robotics, special training, determining

super abilities, equipment, weapons, character sheets, etc. and more! \$31.95

Aliens Unlimited 192 pages + sourcebook packed with aliens, mutants, cyborgs, power armor clad troops, robots, and superbeings from across the universe. With 84 specific alien character races, high tech weapons & equipment, an evil alien empire & other villains, rules for space exploration, heaps of artwork. \$31.95

Mystic China The darker side of oriental mysticism, martial arts and ancient gods. Hidden sanctuaries, monasteries, and strongholds preserve ancient arts and knowledge to fight evil. 192 pages. \$31.95

Scrapers On a world totally covered with huge skyscrapers, aliens have come and placed it under siege. The superheroes have got together to try to expel the aliens, but supervillains are both aiding the aliens, and attacking both the aliens and superheroes. 192 pages, including the evil aliens in detail, assassins, bounty hunters, etc. *Due ever?* \$31.95

Villains Unlimited Features combat clarifications, 4 new Minor Abilities, 15 new Major Abilities, creating organisations with 3 examples (S.C.R.E.T., Brotherhood of Armageddon & The Dark Tribunal), 2 Super Team plus the Sentinels of Liberty & Justice, 13 villains, and 3 adventures. 224 pages. \$40.00

High Colonies

SCI-FI A simple role playing game set in our near future. By Columbia Games.

HIGH COLONIES RPG Two hundred years in the future, Earth is a deadly wasteland, ravaged by nuclear, chemical and biological weapons. Humanity lives in exile, clinging to life on a multitude of space stations in the Solar System. These stations are the High Colonies, the last hope of mankind. Players assume the roles of men and women struggling to succeed in a dangerous society. They face threats from alien creatures, bioengineered renegade soldiers, fanatical tyrants and desperate pirates. 102 pages with simple to follow rules. \$18.00

HOL

HOL Human Occupied Landfill. An Adults Only roleplaying game set in a future gone wrong. By White Wolf (Black DogGame Factory)

HOL Human Occupied Landfill. An adults only RPG full of offensive language and content. Set in a future slum-type setting, a virtual junkyard becoming the site of human occupation, possibly on another world long since colonised. If you want to know more, buy the book, because the whole thing is hand-written with innumerable handwriting styles which causes my eyes to want to look elsewhere. The book says it is a Science Fiction RPG for gamers who had a really bad day. \$25.95

Buttery WHOLEsomeess Well, I'm looking at the pages of hand written notes and rules and I'm trying to work out what this book is. It appears to cover character creation, pregenerated characters, new skills, stuff on sidekicks, lots of armor and lots of weapons. \$17.95

Immortal

FANTASY A game about immortal spiritual beings who have lived throughout human history, much like the Highlander movie. By Precedence Printing.

IMMORTAL The Invisible War RPG You were there when the Sanguinary fled the crucible, when the Sphinx was not stone by flesh, when Paris slew Achilles before Troy, when Arthur wept, betrayed. You knew the painter Adolf who set out to "purify" the world, the sniper whose bullet claimed Kennedy's life. The age of innocence is ended, and immortal beings are awaking everywhere throughout the world, each striving to rediscover the secrets of their own fantastic past. 288 page book full of color photos & heaps of background info. \$35.00

Immortal Dracul The secrets of Pride Dracul revealed: new Dracul abilities and background, Dracul's war-torn history, its Great Houses, adversaries, Bushido Pathwalkers and Ninja Shadow Warriors, the Forbidden City, etc. \$28.95

Immortal Pilot Pack Includes a three fold Narrator's Screen, 12 full color character record sheets, a 32 page adventure called Project Looking Glass. \$18.00

Immortal Serenades A definitives guide to the mystical powers of immortal beings, including fully revised and clarified rules for voicing serenade powers; the secret serenades of each of the thirteen immortal pilots; over 75 never before published mystic powers, etc. \$27.00

Dream Shok Millenia have passed since the world shaping power of the first tryst was imprisoned inside a hidden mantle universe. Now a ravishing immortal is compelled by dreams she cannot explain. A master stroke of revenge is about to fall, and only you stand in the way. \$18.00

Lost Trinity An epic script presented in three acts, with over 35 different scenes, as well as a CD audio soundtrack and full color map. Three primordial powers have been summoned to Earth - Leviathan, Rukhsasa and Sharakai, the Spirit Dragon. Can your group of players overcome the temptation of ultimate power and the power of these three gods? \$39.00

The Art of War Expanded rules and new options for resolving combat. Details of the Shian-Rhi, the first magical art developed by immortals, as well as over 25 other fighting styles from around the world. 96 pages brimming with new combat maneuvers and weapons useable by all immortal characters. \$25.00

The Shapeshifter's Manual Within every immortal heart is hidden an animal beast, a feral passion that struggles eternally within its bonds, yearning for release. Vampires, lycanthropes, shapeshifters of every kind. Their secrets and yours are revealed. \$27.00

Inferno

HORROR Another End of the World RPG, where players work for heaven and fight against the forces of hell, or visa versa. By Death's Edge Games.

INFERNO RPG Challenge evil in its truest form as you brave the unspeakable horrors of Inferno. Dare to explore

the nightmarish realm of Fallen Angels. You can be a priest looking for innocent souls abducted by evil; struggle as one of the damned to redeem your soul; or play as a demon as you try to claw and murder your way to the top. Magic items, spells, brutal and comprehensive combat rules. \$23.00

Gods of Hell Imprisoned from the dawn of time, they sit watching and waiting. Hungrily they eye a world that could have been theirs. You can now challenge the netherworld in ways never before dared. Has 13 new races, new weapons, demon culture, powers of the fallen, etc. \$27.00

Out of the Abyss A demon castle stands empty, its final battle unfinished, its master lost. The secrets of the castle beckon adventurers to solve them. Learn the machinations of Satan as you struggle to solve this adventure. \$16.00

In Nomine

ANGELS VS DEMONS Set in today's world, angels and demons battle it out for the souls of mankind. By Steve Jackson.

IN NOMINE RPG They are very much like us. Some seek to do good, others corrupt and destroy. Some set out to do one thing, but accomplish another. Some are fiercely devoted to their work. Some doubt that they really make a difference. And some wonder, in the small hours of the night, if they picked the right side. They have greater powers, for good and evil, but they are merely pawns of greater powers still. This is the much awaited RPG of angels and demons in a perpetual battle for the future of mankind. Based on two French RPGs. Full color throughout. 208 pages. \$39.95

In Nomine GM Pack GM Screen plus an adventure for three to five Celestials, angelic or diabolical. \$17.95

Jovian Chronicles

SCIENCE FICTION A complete Science Fiction adventure based on Japanese anime, brought to us by Dream Pod 9.

JOVIAN CHRONICLES RPG Silhouette Edition The popular classic anime game is back! This is a complete game, using the Silhouette system found in Heavy Gear, about conflict in our solar system in the year 2210 AD. These rules contain everything required to play, including a detailed description of the Jovian Chronicles universe, the Silhouette roleplaying and tactical system, and a set of realistic vector-like space movement rules that are fast and efficient. Has more than 12 pre-generated vehicles. More details next catalog. *Due May.* \$40.00

Jovian Chronicles Companion Contains even more info on the world and history, along with advanced rules for character generation and tactical combat; also has a complete adventure, + 12 vehicles. *Due Aug.* \$32.00

Kingdoms of Kalamar

FANTASY SETTING A complete fantasy setting for use with other Fantasy RPGs, such as Rolemaster or Webs or AD&D, etc.

Kingdoms of Kalamar This brand new boxed set is a complete fantasy campaign setting, the lands of Tellene, a world filled with powerful sorceries, strange races, clashing armies, deadly politics, chivalrous heroes, scheming villains, and much more. Set includes a 100 page book of a history of the peoples and nations, including the vast savanna of the Drhokker Horse-lords; a 88 page guidebook of deities and religions, secret organisations, etc; and a full color 36" x 48" map, one of the finest I've seen. You can use this setting with any fantasy RPG. (It cannot be played by itself.) \$30.00

Tragedy in the Brodeln Tragedy in the House of Brodeln is an adventure/accessory for Kingdoms of Kalamar. The Duke is assassinated, the Prince has disappeared, and his son is threatened. You have to find the Prince, and your search will take you through a town, wilderness, and a dungeon, all covered in great detail. Includes 56 pages of background, NPCs, etc, player aides, 8 maps. \$11.00

Legends of the Five Rings

ORIENTAL FANTASY A semi-historical fantasy RPG set in Japan, based upon the trading card game *Legend of the Five Rings*. By Five Rings.

LEGEND OF THE FIVE RINGS RPG This 300+ page game contains both player and gamesmaster info, as well as background information of the world of the Japanese Emerald Empire and Rokugan. Full of color illustrations. This core rulebook details character creation, weapons, armor, melee and mass combat, plus an overview of the society and geography of the Emerald Empire. The skill based character development system is simple and flexible, using mechanics never seen before in the RPG industry. At least 1/3" of the book is history and background. *April.* \$45.00

Legends of the 5 Rings GM Pack With a full color GM screen, advanced mass combat rules, and an adventure. The Ruins of Old Yasuki Palace, where a brave band of samurai pierce its crumbled walls and learn the terrible secret at its core. *Due May.* \$20.00

Macho Women With Guns

Spoof A sling off at other RPGs and common sense in general. By BTRC.

MACHO WOMEN WITH GUNS RPG 2nd Ed I'm extremely embarrassed by this, but it's true. Macho Women is back in stock. If you are tired of storytelling and diceless angst, and just want to go out and blow the living daylight out of something, Macho Women is the way to go. All the bad things are rolled into this one tasteless volume of 72 pages, with lots of new rules, cook artwork, and literally thousands of words arranged into marginally coherent sentence. \$11.00

16 - Role Playing Games: Mage - Mechwarrior

Mage

DARK FANTASY Third in White Wolf's immensely popular series. The players take the roll of magicians in a modern day setting. As always, the emphasis is on role play, not rule play. **By White Wolf.**

MAGE 2nd Ed A world of mystery and awesome conflict, where modern wizards wage a battle for reality itself. Against the shadowy Gothic-punk backdrop, mages, with vision, purpose and mystic power strive to force back the hand of darkness and the rigid will of the Technocracy. Sinister Nephandri, wild Marauders, implacable Technomancers and the enigmatic Umbrood oppose you every step, but the ultimate enemy in this War for worldwide Ascension is within. Do you control your power or does it control you. This 2nd Ed hardcover updates two years of rules additions, and has greater background. \$44.95

Ascension's Right Hand Explores the often neglected world of mage's mortal partners: the custos. They are the acolytes, familiars, servants and sidekicks who follow mages on their mystic pursuits. And they are much more than simple allies - often saving the mages from destruction. \$23.95

Beyond the Barriers: The Book of Worlds Pass through the Gauntlet, wander past the Penumbra, and encounter an infinite of worlds floating just beyond consciousness. Heavens, hells, paradox realms, channies, umbral reflections and mysterious Zones spin in the unmappable dance of creation. Push on through the Horizon, and endless space becomes your playground. Just watch your step... \$34.95

Book of Shadows The Mage players guide, including new Traditions, rites, talismans, Abilities, merits, flaws, in-depth truths about the factions of magic & the Path of Ascension, expanded rules for magic, foci, familiars, etc. \$28.95

Celestial Chorus Tradition Book. The sacred Song of the One beckons these holy mages to add their voices to the world's salvation. Are they blind prophets or the harbingers or Ascension. \$15.95

Cult of Ecstasy Tradition Book. The wild Cultists smash aside the barriers of law, culture & time itself searching for more ecstasy & they reach inner truths or obliteration in response to their efforts. \$15.95

Destiny's Price An adult only unflinching look at the mean streets of the post modern world. It's not a pretty sight. Loaded with info, atmosphere, references, characters, and settings, and can be used with Mage, Vampire, Werewolf, Wraith, and even Changeling. \$23.95

Dreamspeakers Tradition Book. Formed as a compromise, shunned as throwbacks, the Dreamspeakers emerge from the mists to guide the world to an awareness of its ills - by force if necessary. From their uneasy beginnings to their resurgence in the modern era, the Dreamspeakers have walked a steady road. \$16.00

Euthanatos Tradition Book. Unjustly branded death mages, the Euthanatos serve the Great Cycle as best they can, redeeming who they can. This book dispels many myths and explores uneasy truths about these frightening mages. **Due May.** \$16.00

Halls of Arcanum Eccentric scholars of the Virtual Reality Net, including magic ratings, formatting, combat, whiteout, system crashes, the Spy's Demise, and two ready to run tales set in the net. \$18.95

Hidden Lore: Mage 2nd Ed Screen & Sourcebook All the charts you need for your Mage chronicle can be found within this foldout screen - combat tables, easy reference Sphere sheets, character creation steps, and more. The enclosed booklet also includes a selection of goodies for players and Storytellers alike. \$23.95

Horizon: The Stronghold of Hope 500 years ago mages created a sanctuary separate from earth - a place that floated between what was and will be. But now poisoned politics and intrigue stalk through its halls. \$23.95

Loom of Fate Characters find themselves woven into a pattern of tragedy and misery where free will threatens the Tapestry. \$15.95

Mage Chronicles Volume 1 Features *The Book of Channies* and *Digital Web*. With vital information for storytellers and players alike on establishing laboratories, workshops and hideouts - the places a mage needs to master his magic. \$38.50

Order of Hermes Despised mysteries to outsiders, the mages of Hermes have been perfecting their Arts for nearly a thousand years. These wizards have prevailed through wars with mortals, vampires, etc. **Due Sep.** \$16.00

Technocracy: New World Order The dreaded Men in black dog the steps of Tradition mages, kidnapping, interrogating, threatening, or removing any threat to the Greater Good. \$15.95

Technocracy: Void Engineers Something's out there...and the Void Engineers are sworn to track it, explore it, and if need be, exterminate it. Deep sees, deep space, alternate dimensions, virtual reality. With a fully detailed Umbral Cruiser and its crew. \$15.95

The Akashic Brotherhood Tradition Book Examines the history, culture and beliefs of this most wise and ancient tradition, including: a variety of weapons, tools, rites, and Talismans of Do, 6 character templates, for players or Storytellers. \$15.95

The Book of Crafts Those who see only the four sides of the Ascension Conflict ignore the Crafts, magical societies that forsake Traditions and Technocracy for the Paths of their ancestors. Templars, voodoo priests, alchemists & modern Amazons are a few of the nine groups described here. \$28.95

The Book of Madness Beyond the horizon, dark forces claw at the edge of sanity - these are the mage's deadliest foes: Nephandri, the corrupters; Marauders, Foot-Soldiers of Chaos; Demons, the Renders of Souls; Paradox Spirits; the Mage's Bane; Umbrood, the Living Mysteries; & Shade-dwellers of Earth & beyond. \$23.95

The Book of Mirrors Storytellers Guide for Mages. Covers situation by situation storytelling, developer's FAQ, secrets of the Ascension War, sample characters, etc, for this world loaded with dangers and intrigue. **July.** \$29.00

The Chantry Book Allows players to create a vibrant, fully realised Chantry for their mage characters. \$23.95

The Chaos Factor A cross over adventure for Mage, Werewolf, and Vampire, in which Samuel Haight, the arch enemy of all Garou and target of the Verberna, has latched onto a secret that could begin Gehenna. All over the world of Darkness, mages, Kindred and Garou rush to intercept him. Some would kill him, others would aid him. \$23.95

The Fragile Path A collection of stories, songs, poems, artwork, background info, conspiracies, etc. The paper is very thick and textured. \$16.00

The Sons of Ether Tradition Book From the fringes of science and magic, the Sons of Ether carve mad wizardry and bizarre technology. By funneling their wild theories through technomagic, the Sons blast the static truths of the Technocracy into ruin. \$15.95

The Technocracy: Progenitors The sourcebook which explores the motivations and powers of the Technocracy, the fractious organisation that controls humanity's will. \$15.95

Verberna Tradition Book Traces the origins and practices of the Verberna, their allies and enemies, and their quest for

the understanding of the Self in all its forms. \$15.95

Virtual Adepts Tradition Book Detailing the cyberhacker wizards, with 6 character templates, history, factions, & paths of Virtual Adepts, slang terms, new rites, etc. \$15.95

MAGE NOVELS

1. **Truth Until Paradox** Dire portents loom in the City by the Bay. The recent earthquake may not have been an entirely natural phenomenon. Mages gather to investigate the situation. \$8.00

2. **Tower of Babel** Max Zorn is an Inquisitor for the Theocracy - and he was accidentally created by an author, Ron Church, who has magical abilities. When the two meet, both of their worlds are shattered. \$9.50

3. **Through A Glass Darkly** Set in three different time periods, this is a journey through the pages of history that have defined man's views on faith, science and mysticism. **Due Oct.** \$9.50

The Road to Hell

1. **The Horizon War** The battle for reality itself ignites as mages of all stripes vie for the fabled Horizon Realm, the dimensions juxtaposing Earth and...elsewhere. A villain from the mages' past returns to claim his legacy. \$9.50

Manhunter

SCI-FI You all remember RIFTS MANHUNTER, well, this is the game that it was developed from. By Myrmidon Press.

MANHUNTER RPG A game of bounty hunting in the far future. The Manhunter Universe is a strange and varied world for the gamer to adventure in. Filled with as many dark and dangerous corners as bright, high tech starports. With many different societies interacting within it, the main body is held together by the Aglio-Terran Planetary Defense System. Rules cover every aspect of bounty hunting, high tech gadgets to magic; Terran, alien or robotic characters; special ship and robotic design rules, and a list of the most wanted criminals. \$32.00

Mechwarrior

SCI-FI Powerful stellar empires fight a savage galactic war for technology, production facilities, and water resources. For further titles see BATTLETECH under Science Fiction Boardgames. By FASA.

MECHWARRIOR 2nd Ed. The complete role playing game set in the BattleTech Universe. Provides complete, updated rules for roleplaying Clan or Inner Sphere characters. Includes PC generation, personal combat, equipment lists, additional history, etc. \$23.95

1st **Somerset Strikers** The TV animated series. The series features Adam Steiner, leading a ragtag group of mercenaries called the 1st Somerset Strikers against Clan Jade Falcon, who conquered his home world. All 14 episodes are detailed, and the book is full of color art. \$28.95

Comstar Sourcebook Examines in detail this institution of Inner Sphere information, and its splinter militant sect, the Word of Blake. Features new Mechs and ComStar character archetypes. \$23.95

Jade Falcon Sourcebook Describes the history and military organisation of the Jade Falcons - bane of House Steiner. Includes rosters of the Inner Sphere invasion forces, and their unique 'Mechs. \$23.95

Living Legends An unknown WarShip's sudden appearance deep in the Clan Occupation Zone may jeopardize a spying mission vital to the Inner Sphere. The PCs must investigate the mysterious arrivals to determine whether they are friends or deadly new foes - while staying one step ahead of the Clans. \$15.95

Mechwarrior Companion Guidelines for creating and running an extended military campaign are featured, as well as a wide variety of situations and themes for making your games unique. New skills, advantages, and equipment are included, along with a system for combining BattleTech and Mechwarrior that puts your character in the cockpit for thrilling first-person combat. **Out now.** \$23.95

Royalty & Rogues Recent raids by Periphery pirates have devastated the planet Bryceland, and the world's ruler seems powerless to stop these marauders. Fearful and furious, Bryceland's citizens talk of revolution, while forces behind the scenes plot a military coup. Only one woman can keep Bryceland from civil war - Samantha Davion-Harland, but she's been abducted by the pirates. Its up to you mechs to find and bring her back. \$15.95

Wolf Clan Sourcebook Reveals the history, culture, military capabilities, internal hierarchy, tactics, personalities and unique 'Mechs of one of the premier Clans. **Out now.** \$23.95

MECHWARRIOR NOVELS

Jade Phoenix Trilogy:

1. **Way of The Clans** Follows the progress of a young Jade Falcon Truebirth as he strives to become a recognised mechwarrior. \$9.50

2. **Blood Name** Now masquerading as a freebirth, Jade wants to earn his Blood Name - the ultimate goal for all Clanners - but all Truebirths going for the Name have made a pact to kill him or die in the process... \$7.95

3. **Falcon Guard** Aidan is asked to command the newly re-commissioned Falcon Guard, but he knows that he's given the assignment because the Guard is disgraced. Can he atone for their past mistakes? \$7.95

Return of Kerensky Trilogy

1. **Lethal Heritage** Its back! The first novel in the Blood of Kerensky Trilogy. It is 3050 and an unknown military force of awesome technological power suddenly invades the Innersphere - the Clans! Nothing the Innersphere has can stop the Clans awesome mechs and Elemental infantry. But what is the purpose of the Clan invasion, and why do the Clans bid against rival factions before each battle. **By Stackpole.** \$9.95

2. **Blood Legacy** The Clan invaders have declared an assault on the Draconic Combine. Hanse Davion is handed an opportunity - will he take advantage of the situation to destroy his enemy, or will he help his enemy against this new threat? And what is Comstar up to by helping the Clans? \$9.95

3. **Lost Destiny** The Innersphere is a wreck. Heirs are missing or dead. Realms are overrun. The Clans are closing in on their prime objective - Terra itself. Now the Innersphere's only hope lies with the very men who betrayed them - Comstar. \$9.95

Miscellaneous Titles

1. **Decision at Thunder Rift** 1st BattleTech novel. Grayson Carlyle finds his life destroyed when bandits attack his world and massacre the garrison. Now all he needs to begin his revenge is a mech - but how? \$7.95

2. **Wolves on the Border** Set in the 3020s, Minobu Tetsuhara, a Kuritan Mechwarrior, saves the life of Jamie Wolf of Wolf's Dragons from an ignoble warriors death, creating a powerful bond between them. But a Warlord's hatred sets them against each other in a ferocious Mech battle on a miserable ice world. \$7.95

3. **Heir to the Dragon Set** in the 3020s, this is a reprint of an old title. It is time for Theodore Kurita to consider to taking upon himself the mantle of leader for the Draconic Combine, but matters become desperate when Hanse Davion invades the Combine, intent on conquest. \$7.95

4. **Wolf Pack** A superb novel set in 3053, not long after the Jade Falcon War. Wolf is again in need and needs to consider a successor, but factions within the Wolf's Dragons have other plans, and so begins a civil war that could destroy the Dragons for ever... \$7.95

5. **Natural Selection** A new bandit unit using Clan weaponry has invaded Federated Commonwealth space & is stomping on every garrison that gets in the way. Both the Wolf Clan and FC are desperate to stop these bandits before it escalates into a war - but who is supplying them? \$7.95

6. **Bred for War** It's back in stock! By Stackpole, this novel is gripping and has an ending you won't expect. Prince Victor Steiner-Davion uses a double to replace the boy Joshua Marik when the boy dies, but Thomas Marik learns of this and begins a war with the Federated Commonwealth. And to top it off, the Clans are back with a vengeance. \$7.95

7. **Ideal War** Thomas Marik has conceived of a plan to elevate the position of mechwarriors and keep devastating technological weapons on the back burner - but his plan is threatened by a vicious war on Gibson. \$7.95

8. **Main Event** Jeremiah Rose wants revenge against the Clans & wants to start a new merc unit for that purpose. His own people reject him, so he goes to Solaris VII, needing money, mechs, & mechwarriors. Providing he can pull this off he then wants to take on the Jade Falcons. \$7.95

9. **Blood of Heroes** It had to happen - Richard Steiner has decided to form the Skye Marches into an independent state, & sends forth the Tenth Skye Rangers to do the job. With an elaborate plan, they assault Glangarry, when most of the Gray Death Legion are called away. What chance do the recruits & others left behind have against overwhelming odds? Can young Alexander Carlyle perform a miracle? \$7.95

10. **Assumption of Risk** By Michael Stackpole. Arguably the best BattleTech novel written to date - this novel will set your mind spinning. As Kai Allard-Liao fences with his uncle Tormano Liao, we not only discover the horrifying truth behind Katrina Steiner's murder, but events almost lead to war, and the machinations of Davion/Steiner politics are gripping. \$7.95

11. **The Far Country** A Kurita jumpship makes a misjump and arrives near an uncharted planet. The ship falling apart, the 8 Kuritan strike team members, mech mecs, and ship's crew all flee to the planet, where they find another ship has made a similar misjump 300 years ago. They spend most of the novel fighting amongst themselves, & then against the earlier people. The heroes of the book are bird-aliens who behave like Ewoks. \$7.95

12. **D.R.T.** Part two in following Jeremiah Rose & his Black Thorns. They land a job defending the Kuritan planet Wolcott inside Smoke Jaguar territory. The fact that they are paid so much of their contract in advance makes the whole affair appear somewhat suspicious, and they end up going head to head with the Nova Cats, both 1st & 2nd Line units. \$7.95

13. **Close Quarters** The Caballeros sign on to protect low risk, high pay jobs. But danger lurks among the looming bronze towers of Hachiman - the yakuza and the ISF, both trying to bring down the man they are trying to protect. The main character is Cassie, a hardened veteran scout working for the Scout Regiment of mechs. \$7.95

14. **I am Jade Falcon** Star Commander Joanna has lived with the shame of Jade Falcon's defeat at Twycross for years, but now she finds herself and her clan pitted against the Wolf Clan, who have advanced age banding her to defeat again, or will be using a Jade Falcon be enough for her to take on the Black Widow in a repeated battle for Twycross. \$7.95

15. **Tactics of Duty** Insurrection sweeps through the fragmenting Federated Commonwealth, pitting Steiner against Davion forces, and civilians against their petty oppressors. On Caledonia, its not different - except that the mercenary Gray Death Legion is caught in the middle of it. \$7.95

16. **Highlander Gambit** Chancellor Sun-Tzu Liao dispatches Death Commando Loren Jeffray to the planet Northwind. His mission: to singlehandedly destroy the elite Northwind Highlanders, the mercenaries who abandoned the Capellans in their hour of need thirty years ago. As the grandson of famous Highlander warriors, Jeffray is the perfect instrument to exact Sun-Tzu's revenge. But Prince Victor Davion is not going to sit back and watch. \$7.95

17. **Star Lord** A self-appointed Star Lord launches a series of raids that threaten and terrorize the universe with an army disguised as Knights of the Inner Sphere. Thomas Marik employs an unlikely company of mechwarriors and shows the Star Lord that two can play at impersonation. \$7.95

18. **Malicious Intent** Vlad Ward uses a secret information to reestablish the Wolves as a fearsome Clan while the Jade Falcons embark on an ambitious campaign driving deep into Katrina Steiner's Lyrans Alliance. Katrina must turn to Victor for help, but that won't stop her from trying to do him in! By Michael A Stackpole. \$7.95

19. **Hearts of Chaos** The fanatical Black Dragon Society want to conquer the planet Towne, and Candrasekha Kurita sells Cassie Suthorn and Camacho's Caballeros to resist the invasion. But everyone thinks they are the invaders! \$7.95

20. **Operation Excalibur** The Gray Death Legion are expelled from Glangarry and all seems lost, but Carlyle devises a dangerous scheme that might re-instate them. This requires the help of House Steiner, lots of guts and lots of firepower. If they fail, the Legion will fall. \$9.00

21. **Blade of Dragons** The Black Dragon society is tired of fiddling around, and plan to kill Theodore Kurita. But Cassie Suthorn and her indefatigable Caballeros have other plans. **Due July.** \$9.50

22. **Double-Blind** The Magistracy of Canopus has been the target of aggression by the Marian Hegemony, and Marcus GioAvanti and his Avanti's Angels are hired to protect them. But soon they have to face the real enemies - the heretics - the religious order of lunatics called the World of Blake. **Due March.** \$9.50

23. **Binding Force** Aris Sung, a warrior of the noble House Hirsutu of the Capellan Confederation, is chosen to break the newborn Sarna Supremacy and bring the worlds back into the fold. But Aris finds he must beat the odds in a

race against time and treachery, or House Hiritsu will be destroyed. *Due May.* \$9.50
24. Exodus Road Star Captain Trent of Clan Smoke Jaguar is a warrior born, a steadfast believer in the way of the Clans - until unsavory political intrigue leads him to wonder just how far his Clan has fallen from those ideals. From a capture, Guard tech he learns of a possible life of honor in the Inner Sphere, but can he escape? *Due July.*

Mekton

SCI-FI Set in the new future, this is a complete & detailed game of battles between giant Robotech style mecha. Extremely influenced by Japanese animation movies & series. By R.Talsorian Games.

MEKTON Z RPG The complete system for real anime sci-fi adventure. Streamlined construction for all types of mecha, from transformable automobiles to kilometer long star cruisers. Fast, detailed rules covering all kinds of anime action from planet busting to kung fu blows - all with the style and flash of your favorite Japanese anime shows. A popular and good publication. \$31.95

Jovian Chronicles By Dream Pod-9, this is a new universe sourcebook for Mekton II. Greatly inspired by Japanese anime, it is the first in a line of modules and sourcebooks that will take you beyond the confines of Planet Earth to discover a Solar System on the brink of war. Features stunning artwork, new mecha with all stats filled out, new technologies, tons of background info, personalities. \$23.95

Europa Incident A sourcebook for *Jovian Chronicles*, also by Janus. Has a complete adventure focusing on a mystery near the moon Europa, of Jupiter. Many Jovian ships flying past the moon for the past few months have disappeared, and now there is an opportunity to investigate. But what will you find? Includes 7 new exoarmor designs. \$22.50

Mekton Mecha Manual Vol 2 Has all 47 mecha and variants, 14 major characters and 14 starships that are featured in *Mekton Wars Vol 1: Invasion Terra*. Includes history and background on all of these mecha, characters, etc. \$18.95

Mekton Technical Manual Allows you to build any mecha from any anime ever. With custom weaponry, remote drones, AI controlled mecha, huge starships, power armor, bioweapons, etc. \$28.95

Mekton Wars Vol 1: Invasion Terra Contains a gripping account of a powerful alien Empire launching massive attacks on Terra and her colonies, a first winning crushing victories, with superior mecha, ships, and numbers. But the humans fight back in a series of carefully planned attacks. This book contains 31 Mekton battle scenarios for two or more players. Each scenario lets the players build their weapons & deploy them as they desire. \$18.95

Mekton Z Tactical Display All the charts and tables needed to run your Mekton games smoothly. Plus a booklet containing a cinematic combat system allowing faster play and larger battles, & new mecha designs. \$15.95

Operation Rimfire A stunningly produced campaign for Mekton, with 16 full color pages presented in true anime style. Also has 10 detailed player characters with model sheets, 40 NPCs with visual representations, breakdowns of all Mektons involved, 22 action-packed episodes linked together. With set drawings & locations. \$21.50

The Starblade Saga: Mekton Worldbook The premier world sourcebook for Mekton Z. The Starblade Saga will be a complete campaign setting in the traditional anime style (without Minnie!) \$28.95

Middle Earth

FANTASY J.R. Tolkien's magical world of The Lord of the Rings is brought to vivid life with this moderate complexity, but well crafted system. Good for beginners. By Iron Crown Enterprises.

THE HOBBIT ADVENTURE BOARDGAME is a fast moving fun fantasy boardgame based on The Hobbit. For 2-4 players, and playable in 1-2 hours, taking about 15 minutes to learn. Includes a full color mounted mapboard, plastic hobbits, coins and life points. On your journey to steal Smaug's treasure horde, you explore sites, battle monsters, discover treasure, artifacts, and challenge your opponents with riddles. \$59.95

MIDDLE EARTH II RPG

MERP II RPG 264 pages. Includes character templates for fully developed characters, complete character development system for all the major races, magic system with simple yet comprehensive rules, a realistic, fast and playable combat system, game master guidelines that cover, travel, encounters, weather, random events, healings, poisons, magic items, etc. Detailed info on creatures and peoples that cover major beasts, monsters, & cultures of Middle Earth. An expanded set of secondary skills & professions. Also has a complete sample adventure set in the trollhaws. \$29.95

MERP II Accessory Pack Boxed accessory including the adventure *Lords of the Long Fell* with 6 developed characters, maps & floorplans; 60 standup light card figures; 16 pages of color displays including the Last Inn & a Ruined Castle; and dice. \$24.95

MERP II Campaign Guidebook & Map A 128 page sourcebook that includes a detailed timeline of history in the west, linguistic guide for the tongues of elves, dwarves, etc., an elvish dictionary, glossary of terms, role playing notes, theme maps, & a color 24" x 36" map. \$29.95

MIDDLE EARTH SUPPLEMENTS

MERP II Combat Screen 2nd Ed. Contains a standard selection of combat tables, maneuver rules, and charts for other such strenuous pursuits - all on an 11"x34" cardstock screen. \$13.95

Deluxe Lord of the Rings Poster Maps A 2' by 3' full color map on heavy, durable low gloss paper. Painted by Jo Hartwig. \$21.50

Northwestern Middle Earth Map Set 15 full color maps at 1" to 46.5 miles, that can be put together to make 1 large cartographic view of northwest Endor. The maps are drawn and inked in a beautiful view style and faithfully labeled using local names, and depicting roads, bridges, farms, manors, villages, citadels, cities, woods, etc. \$24.95

MIDDLE EARTH SOURCEBOOKS

Angmar Features Carn Dum, the imposing mountain citadel of the Lord of the Morgul, with floorplans; color maps of the area; orc tribes described in detail; a glossary of 1000 orc words; orc holds; the six deadly generals who govern the Witch-King's manish warriors; three sinister high

priests, haunted ruins, etc. \$34.95

Arnor: The Land Presents the marches of the North Kingdom, a cool, rocky, rugged land, well suited to the Exiles of the fallen Westemess. An extensive gazetteer of all significant locations including major cities, towns, castles, and keeps, and 10 pages of color maps. \$47.95

Arnor: The People Companion to *Arnor: The Land*. Tells the tale of Arnor's founding, her long struggle against the Witch-King of Angmar, and her eventual downfall and demise. With engaging summaries of Arnor's inhabitants, politics, warfare and adventure opportunities, as well as a lively history. \$31.95

Creations of Middle Earth How would you fare against Smaug the Golden? Could your marksmanship find the dragon's weak spot? Would your courage withstand the worm's test? Test your powers again! Morgoth's legacy: the wargs of haunted Hollin, the Balgrog of Moria, the cave-dwells of Moria, the Hiltrolls of Morder. All of Tolkien's creatures, both del and pure, are listed here. 144 pages. \$24.95

Dol Guldur Some will remember that Gandalf the Wizard did dare to pass the doors of the Necromancer in Dol Guldur, and secretly explored it, finding that his fears were true. Sauron was taking form once again. When at last the Council put forth its strength, the Wizard did indeed find Dol Guldur - but he merely went to Morder. A sourcebook detailing this hideous cavernous mountain in Mirkwood, with floor plans, orcs, traps, history, and daring rescue mission. \$34.95

Elves: Peoples of Merp A series covering the peoples of Middle Earth, covering all aspects of society, etc. \$26.95

Lake-town This book presents this famous town with all its vivid bustle, its associations, its gossamer, its riches, who collect the tolls, and smugglers, etc. With an introductory adventure followed by a two part mini-campaign which draws the players into the watery labyrinth amidst the piles below the town's wooden streets and out into the dangerous wild lands outside the town. \$34.95

Minas Tirith Documents the history, design, layout, garrison, and inhabitants of the Guarded City, pre-eminent symbol of the Free Peoples' struggle against Sauron of Morder. Includes 2 full color maps, key locations, are covered, the Royalty are described, there are floorplans of 40 places in the city, information on Denethor and his heirs, the lands around the city, and adventures. \$34.95

Mirkwood Once a beautiful forest, the coming of the Necromancer turned it into a dark and frightening place full of evil creatures and huge spiders. Adventurers who enter Mirkwood risk either the snares of the Necromancer's minions or the confusing magic of the Silven Elves grown perilously wary in their slow retreat north. This is a reprint with a few new illustrations of the old 1988 module. \$34.95

Moria The Black Chasm lies deep within the bowels of the Misty Mountains, and my favourite chapter in TLOTR. It is a place of hidden treasures guarded by evil, vile creatures, of huge, abandoned chambers, rooms, and mines. This book includes maps, cross sections, key locations such as the hidden West-Gate, floorplans, smithies, traps, 6 adventures and 3 episodes. \$37.50

Southern Gondor: The People Tells of Elendil's sons, Isildur and Anarion, recounting their arrival on the shores of Endor and moving through the events of the great nation they founded there. Reaches back to the First Age and follows through to the Fourth Age. \$32.95

Southern Gondor: The Land Presents Gondor's coastal provinces in vivid color and detail. The route of humble country lane and famous high road; the scattering of manor, hamlet, village, and town across hill and dale; the placement of beacon, guard posts, haven & citadel, etc. \$44.95

The Kin Strife Presents the people, politics and armies of Gondor under the repressive rule of Castamir the Usurper. The Cor Aran, his deadly ring of informers, detain any who who would restore the rightful king to his throne. Criminals, Southron Spies, and servants of the Dark Lord all embroiled in the Civil War and conflict. 240 pages. \$40.00

The Northern Waste Explores the vast, uncharted region of Forodwaith, a land of chilling tundra and unrelenting cold. These lands have become a refuge for the ice-dwelling Lossoth, who hunt the perilous shores. The mysterious now Elves also haunt the borders. *Due June.* \$48.00

The Shire Once visited by the Shire, where there is less noise and more green, and enjoy the hospitality of the Hobbits who dwell there. You'll also discover that adventure is not far from their borders, with the dangers of the wild all about them. Includes history of the hobbit tribes leading up to the gift of the shire to them by King Argeleb II, history of hobbit chieftains, and adventures. \$44.95

Treasures of Middle Earth A 206 page source book detailing the most notable artifacts of Tolkien's world, including Anduril, the palantiri, the rings, arms, armor, apparel, gear, jewelry, art, musical instruments, tools and trappings, etc. Also features information on the creators with their forging techniques, & the properties of materials. \$26.95

Valar & Maiar 128 page second edition sourcebook on the two angelic races of Middle Earth. The Valar, mighty beings created by the One God, including the fallen Melkor; and the Maiar, the helpers of the Valar, including Gandalf, Saruman, Sauron, the balgors, Ungoliant, etc. Has complete character stats for both MERP II & Lord of the Rings. \$22.50

Millennium's End

SCI-FI This is a futuristic technothriller RPG set in Earth's dark future at the turn of the century.

Millennium's End 2nd Ed RPG It's 1999. America's inner cities are torched by riots and ruled by drugs. Wars seethe in the deserts and jungles of the third world. Techno-terrorists take on the fallen superpowers and corporate giants. Only the tough survivors, when they need something done, they come to you. You are a Black Eagle operative, working for a company with a worldwide reputation for getting any job done, any time, by any means. Flexible, realistic & fast paced rules. 200 pages. This is a complete RPG. \$23.00

1999 Datasource & Screen 2nd Ed Millennium's End 2nd Ed GM Screen with all relevant info, plus a 32 page sourcebook on new weapons, armor, vehicles, etc. New equipment, NPC and vehicle record sheets, etc. \$13.00

Terror Counter Terror At every moment, on every continent, in every country, terrorists are at work. In a world on the brink of collapse-a world of decaying infrastructure, overburdened police forces, bush wars, famine and impending environmental cataclysm-the price for getting a story on cable news is often measured in body counts. Covers fifteen terrorist organisations and six counter-terrorist organisations in the year 1999AD. \$25.50

Ultramodern Firearms The ideal weapons compendium for Millennium's End or any modern game system. Has over 200 entries covering 300 modern weapons, scopes, laser sights and night vision devices in use in the world today. Over 90% are illustrated, and all have relevant and interesting info written in plain, easy to understand English. Also has a listing of more than fifty military, police, special operations, and counter terrorist organisations and the weapons they use. \$23.00

Mutant Chronicles

SCI-FI An extremely dark role playing game set in our not too distant future. Very similar to Warhammer 40,000 in presentation. See the figures in the Miniatures Section. By Heartbreaker Hobbies.

MUTANT CHRONICLES RPG A 208 page book containing heaps of superb illustrations, including many color plates - all of equal quality to Games Workshop. Mankind free itself from the hell they had created on Earth, but the weak and poor fell victim to the Corporations, who now rule the solar system. Driven by greed, the Corporations explored the tenth planet in our solar system, Nero, and awoke there the sleeping beast - the Dark Legion. The Dark Legion has unleashed a never ending torrent of its servants and undead, and the Doomtroopers were formed to fight them from the ranks of the Corporate armies. The rules includes heaps of background, story info, equipment, and game info. \$27.50

Mutant Chronicles RPG 2nd The 2nd Ed RPG is likely to be March. More details later. \$33.50

Algeroth: Apostle of War An excellent 144 page book focused on the armies and armories of the Lord of Dark Technology, with detailed descriptions of vehicles, weapons, creatures, citadels, equipment, Nephilim, bio-tech, neuro-bionics, bio- & neuro-technology, etc. Complete rules for running Algeroth player characters or heretics. Also includes a horrifying adventure whereby you lead a team of Doomtroopers or the like in destroying a newly built Dark Legion Citadel. Detailed maps with descriptions are provided for all 8 levels of the Citadel. Also has *Fury of the Clansmen* rules. \$22.50

Bauhaus: Power of Heritage Bauhaus made their home on Venus, where first there was nothing but rivalry and division. But Nathaniel brought hope and light, which was needed, as the Dark Apostles came too, darkening Venus with their evil presence. Now there is war without end on Venus. This book describes everything you want to know about Bauhaus, its people, structure, weapons, creatures, etc. \$16.50

Capitol: Pride & Profit The first and mightiest among the great megacorporations, whose home is on Mars. All you want to know about Capitol and its citizens, new backgrounds, more special forces, heavier weapons, unique armor and equipment, more vehicles and new rules for vehicle combat, extensive descriptions and maps of locations on Mars. An adventure is set in San Dorado. \$16.50

Cybernetic Sourcebook The Corporation that relies on Cybernetics and computers - putting itself and others at risk, as the Dark Legion has proven it can occasionally take over the "minds" of cyborgs & computers. \$16.50

Freelancers Handbook & GM Screen With a 32 page Freelancers Handbook that gives rules and background info, including becoming a Freelancer, mission structures, chasing heretics, player character sheets, new skills, etc. Also has a glossy 4 panel GM screen, with all charts, weapons stats, etc. \$12.50

Ilian: Mistress of the Void Sourcebook Delve into the dark mysteries of Ilian, the Lady of the Dark Symmetry and the Harbinger of the Dark Soul. This book is full of details about the Dark Lady herself, her malevolent minions and their foul weapons, as well as how to create a Heretic of Ilian. 30 new Dark Gifts for Heretic characters. \$14.00

Imperial The first three Megacops were Capitol, Bauhaus, and Capitol. But a fourth was formed - Imperial. They were responsible for unwittingly unleashing the Dark Legion on Nero, and since then have fought the evil and the other Megacops at the same time. Details the Young Guards, Security Command, Blood Berets, the Wolfbanes, etc. Has an adventure, details space travel, an asteroid belt, weapons, skills, etc. \$16.50

Mishima Discover Mishima and learn of the Overlord and his crumbling dynasty. Features new weapons and vehicles, and professions such as the fabled Demon Hunters and legendary Shadow Walkers. Info about Mercury, its capital Fukido, as well as a thrilling adventure. \$16.50

The Brotherhood An 80 page supplement with color plates & heaps of illustrations. The Cardinal came forth to help stand against the Dark Legion, & the Brotherhood stands with him. They protect humanity from corruption within, as well as evil from outside. This book details Inquisitors, Mortificators, the Cardinal, the Archangels, the Sacred Warriors, the Fury Elite Guard, etc. Also twenty new spells, 17 new backgrounds, new skills, etc. \$16.50

The Four Riders An adventure for *Mutant Chronicles*. *Due November.* \$9.95

The Second Seal of Repulsion An adventure for *Mutant Chronicles*. More details later. *Due Oct.* \$9.95

Nephilim

HORROR One of the first of a spate of role playing games about great spiritual beings who have existed throughout time. Very much like the *Highlander* concept, and inspired by Hindu and Buddhist philosophies. Translated and published by Chaosium.

NEPHILIM RPG The nephilim character has a past which is as ancient as humankind, uses supernatural power, and has lifetime goals which are incomprehensible to most humans. This character sees a mystical and magical vision of the world and possesses and rich and unsettling personality. The character is a spiritual being who has lost its body, and thus inhabits human bodies in different periods of history. These nephilim creatures are awakening en masse in the 1990s, but each needs to reach a state of Atartha, much like Nirvana in Hinduism. 232+ pages. \$34.95

Chronicle of the Awakenings Several new resources for the player and GM. 16 new past life eras for character generation, also filling in more of the time-line. A section on metamorphosis rules, new transformations, 4 new metamorphosis, etc. \$28.95

Nephilim GM Veil A GM reference screen for Nephilim containing the important and often used tables and rules summaries, lists of spells and skills. Also includes PC dossiers & a complete scenario. \$26.95

Nephilim GM's Companion An invaluable resource full of background aids and resources for Nephilim GMs. Includes new spells, elemental creatures, campaign setting. \$23.95

Nephilim Character Dossiers Character record sheets. \$14.95

Secret Societies Since the fall of Atlantis the secret societies have grown, due to Nephilim patronage of human ambition. Many of them have learned to hate the Nephilim. Worse yet, many of them have learned to fight the Nephilim. These invisible empires rise and fall. \$28.95

Serpent Moon A series of four linked adventures set in the USA. The player characters must uncover the plans of the Templars and stop them before they permanently

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damage the fabric of the elemental realm. The face someone from another dimension, avoid capture, seek the truth. \$14.95

NeverWorld

FANTASY A medieval fantasy world with beasts, men, elves, and dwarves. By **ForEverWorld Books**.

NeverWorld RPG We, you and I, live in a sliver of time somewhere in the Third Age. History forged us from the melding of Beast and Man, Elf and Dwarf, Giant and Metamorph - and their battles against the dark Grobber race. Our surroundings tempered us in the jaws of Dragons, Demons and UnderWorld cults. Each nation has only survived through cultural isolation. Now the scent of change is on the winds, and the key to survival is knowledge. Only by learning the myth and lore of forgotten cultures will the answers be revealed. Players search for individual answers to their existence, and group together for exciting adventure. The GM tells the interactive story which you can act upon at any moment. This is a world where science never reigns. Your character is the culmination of your chosen abilities, skills, powers and resources, born from one of 35 cultures. Make cross-cultural characters, track adventures on your own customizable map, reward yourself for your actions, and face the consequences for your misdeeds! Contains a 304 pages Tome of rules, 128 Hourani Culturebook, color map, dice, GM screen. \$60.00



The Tome of NeverWorld The same rulebook as found in the boxed set above. \$40.00
Culturebook: Hourani The same Culturebook as found in the boxed set above. Hourani are metamorphs, born part human, part Wolfhinn. Creating a comfortable niche in human society, they carry on with their own laws, religion and social life. \$24.00

Culturebook: Neunionians Start a Neunionian character or expand your current Hourani character with the many new abilities also included in this book. Includes a community generator to make villages, towns and cities; all you need to know to run Neunionian characters, etc. Due May. \$29.00

Culturebook: Rublug The Outpost dwarves that were separated from the World's Crown. Once cursed to burn from the sun, they now believe daylight travel is possible. Only the bravest leave the mountain fortresses. With them come Dwarven armor, new military careers, Runeweapon magic emphasis, Dwarven Pantheons, and new priest careers. Due June. \$29.00

Culturebook: Wolfhinn Standing 12 feet tall, these beasts are the peacekeepers of the Nation of Yucazon and the Sentinels to the Province of Winter. They fight the undead Mulgrayne, and heal the vast forests abandoned by the elves. Includes elemental magic, the followers of Druidism, and the skill of Treemorphing. Due Sept. \$29.00
Culturebook: Driseti The Driseti are wood elves, fortified in the Black Forest, surrounded by Wolfhinn, Bearmihnn, Ice Giants and Rublug. None but elves can enter. Includes the magic's of Shamanism and Faerie Enchantment; Shaman

and Spirit Slayer careers, and skills such as tree hopping, wolf-bond, and natural invisibility. Due Oct. \$29.00
Culturebook: Felihnn Sly, devious and painfully arrogant, these agile cats are the rulers of the Ontanama plains. While they wield no magic, they are each natural assassins and warriors. All are corrupt. Cultural skills include first strike, power leaps, and nine lives. The Thelis cheetahs are swift, silent and deadly, the Kaythish lynx slyly acquire everyone else's hard earned rewards. Due Jan '98. \$29.00

Nightbane

Horror Yet another "I woke up one day and I was no longer human!" game. The name has been changed from *Nightspawn* to *Nightbane* to avoid a legal battle. By **Palladium**.

NIGHTBANE RPG A dark fantasy game set in a world beset by inhuman creatures that threaten humankind. Ironically, some of these creatures - the Nightbane - have become the defenders of the world. Feared and despised by most normal humans, the Nightbane struggle to survive and fight the true monsters who have taken over the world. In government, police, and military, the average person is unaware that they are little more than cattle to these evil entities. The Nightbane grew up as normal humans, until the fateful Dark Day when their alien natures were revealed. Most of them are teenagers & young adults who now have to deal with the fact that they are physically repulsive & own many superpowers. They also must face the

World Book One: Between the Shadows Explores three mysterious worlds. The first is a world of espionage, spies, duplicity and secrets of the Spook Squad; the Astral Plane is far more mysterious and alive; and the Dreamstream, which is far more than the stuff of nightmares. \$27.00

World Book Two: Nightlands Takes the players into the strange and wondrous Nightlands dimension, a twisted mirror image of our reality and home of the Nightlords, the inhabitants of the Lands of Night. Also has lost artifacts, new Nightbane talents and morphus, plus campaign and adventure ideas. \$27.00

World Book 3: Through the Glass Darkly A book that will surprise a lot of people with its truly unique and twisted approach to magic, magic users and horror adventure. With 50 new spells, strange magical phenomena, living magic, Cybermages, Fleshsculptors, Mirror Images, mysterious locations, three adventures, etc. Due May. \$27.00

Noir

THE WORLD OF DARK MOVIES Set in the dark movies of the 1920s to 1950s, in a world steeping in dark mysteries. By **Archon Gaming**.

NOIR RPG A seething urban nightmare, harshly lit - this is the world of Noir. Filled with slouching P.I.s in rumpled trenchcoat and fedora, femmes fatale wearing the season's highest fashions, grifters, troubleshooters, cops, mobsters, and G-men, set in the 1920s - 1950s. This game is about mystery. Shadows hide the deepest, darkest secrets of man. Here, you can attempt to commit the perfect crime or attempt to solve it. You can become the most hardboiled private investigator that the city has ever seen, or be the most conniving femme fatale that ever batted an eyelash, or be a tough mafia boss, etc. But remember, the world is not always what it seems. Over 220 pages. \$40.00

Palladium

FANTASY Obviously based on the AD&D system, but with less game mechanics - ideal for those who like pulp fantasy but lack the motivation to read a plethora of rulebooks! By **Palladium**.

PALLADIUM FANTASY RPG 2nd Ed Dramatically revised and updated 2nd Ed of Palladium RPG. This is a bold and dangerous world of high fantasy. A world of magic and conflict. A world dominated by human civilization built on the bones of non-humans who reigned before them. A world of unparalleled heroic adventure filled with magic, inhuman creatures and intrigue. Players can be an unique creature such as a changeling, wolven, bearman. PCs include ogres, trolls, dwarves, humans, etc. Combat is fast & realistic. \$40.00

Book II: Old Ones 2nd Ed The Old Ones existed long before the dawn of man, and they rule the Palladium World for untold millenniums. This book describes them in detail. Also describes the kingdom of Timiro from the campaign world. Includes details and maps on eight cities, 25 towns, 22 forts and various adventures. 224 pages with two new character classes. \$31.95

Book III: Adventure on the High Seas 2nd Ed 224 pages featuring two dozen character sheets, new character classes such as pirate, a dozen different ports, cities, towns and forts, adventures and adventure ideas, more world information and history; sailing ships and ship to ship combat. \$31.95

Dragons & Gods Includes 14 dragons including the Hydra, Fire Dragon, Thunder Lizard, Cockatrice, Lo-Dox, Utlocan, etc; dragon hatchlings, adults and ancients, their society, powers and weaknesses; weapons and magic items made from dragons; over 40 gods complete with minions, magical weapons and artifacts, history, legends and worshippers, over 20 demonic lords, elementals and spirits of light; rune weapons, dragon slayer swords, etc. \$32.00

Monsters & Animals 2nd Ed Details over 120 different monsters and creatures of magic, including giants, faerie folk, entities, sea serpents, rattlings, sphinxes, etc; many of which are optional player races. The animals section has over 200 animals. There are world maps for every creature, ideas for adventures, GM tips, etc. \$31.95

Further Adventures in the Northern Wilderness 4 adventures. 48 pages. \$12.95

The Island on the Edge of the World An adventure-sourcebook that takes place beyond the mountains of the Old Kingdom. Introduces crystal magic rules & spells, plus a vile mega-villain! \$14.50

The Compendium of Weapons, Armor & Castles A superb book which is a needed reference for anyone interested in the ancient or medieval worlds - whether a role player or not. (I've got a copy!) 224 pages listing actual weights, lengths, names and game stats of hundreds of weapons, types of armor, castles from all over Europe and the rest of the world, siege weapons, early gunpowder weapons, etc. Heaps of illustrations. \$35.00

The Compendium of Contemporary Weapons 176

pages of modern weapons, giving their ranges, weight, ammo, size, and game stats. Includes body armor, riot control devices, revolvers & pistols, rifles, shotguns, ammunition damage, & selected heavy weapons. \$31.95
Yin-Sloth Jungles 12 new occupational character classes and races including the beastmaster, holy crusader, witch hunter, bounty hunter, teacat shaman, fire sprite, lizard men, headhunters, etc. 28 new skills, weapon notes, traps and poisons; the Great Fire Bog, Orsch Empire, more of the Palladium world's history. 25 maps, etc. 160 pages. \$25.95

Pendragon

FANTASY An excellent and roleplaying game set before & during King Arthur's reign - players become Christian knights eager to prove their chivalry & courage, and sire a son! By **Chaosium**.

PENDRAGON 4th Ed. A dynastic game where each session equals a year of play time. The system is clean and dynamic, allowing the GM to concentrate on plot and characterisation. An important aspect of play are passions, which guide the players actions and desires. The new edition expanded and included material from *Knights Adventurous*. The most important addition is a brand new magic system, including player character magicians. 350 pages & map of England. \$43.50

Beyond the Wall: Pictland & the North The Wall is Hadrian's Wall, a miles long fortification built centuries ago to hold back the hordes of wild savages living north of civilized Britain. Beyond it lies Caledonia, a bleak and harsh land where civilization and feudalism have never reached. Tribal Picts, the Painted Men, rule here. Fiercely independent, they unify only to meet threats from outsiders, whom they loath and fear. Outsiders like your knights. 124 pages. \$29.95

Blood & Lust Provides campaign material for the Dukedom of Angeland, GM's tips, & 4 linked adventures: The Heart Blade, Castle of Tears, Stygian Stallions & Morgan le Fay's Challenge. 128 pages. \$29.95

Land of the Giants Explore the lands of Scandanavia in the time of Beowulf and King Arthur. While Arthur sat upon the throne in Britain, Beowulf and Grendel engaged in an epic struggle. Allows you to play Scandanavian characters or visit the country. Includes an adventure featuring Beowulf and a map. \$31.95

Pagan Shores A 126 page sourcebook detailing the land of Ireland in the time of King Arthur, a land full of tattooed pagans, power wielding druids, etc. Covers Irish character generation, Irish customs, an atlas of Irish Kingdoms, Laws of Property, the family, etc. \$29.95

Perilous Forest Features 3 major adventures, over 12 short scenarios, and extensive background details for western Cumbria and the Perilous Forest. With 2 maps, including Hadrian's Wall. \$31.95

Savage Mountains 4 adventures, Dolorous Wyrms, The Best Wine in the World, The Cambrian War & The Paulag Cat, exploring the wild mountains of Wales, and pitting an alliance of Welsh lords against Arthur's knights. Includes extensive regional campaign details. 128 pages. \$31.95

Prime Directive

SCI-FI For all those Trekkie fans out there! You play an officer serving onboard a Federation starship (Star Trek TV series era), exploring new worlds, meeting new races, and being frustrated to Organia by the damn Prime Directive! By **Task Force Games**.

PRIME DIRECTIVE RPG A 192 page RPG of Star Fleet Battles, which is based heavily upon the Star Trek TV series. You play the part of a member of a Federation Starship's Prime Team, ready to deal with any situation. Includes historical background & rules for creating Prime Teams, comprehensive background material for Klingons, Romulans, Tholians, Gorns, Lyrans, Kzintis, Hydrans, etc, each with history & weapons. Has two scenarios, & a Star Fleet Universe timeline. \$34.95

Graduation Exercise Screen & Mini-Module with a 32 pp adventure which simulates the final exam NeoPrimes undertake as they prepare to graduate from Prime Central. They bump into Cygnans and Romulans. \$13.50

The Federation 112 page sourcebook detailing the most important stellar empire in the Prime Directive game, set in the Star Trek TV series era. Includes a section with expanded rules, such as Vulcan and non-Vulcan psonics, new skills, new equipment, optional rules, etc; and a Guide to the Federation, including HQ, Star Fleet Academy, Full Member Races, Associate Member Races, ship recognition manual, etc. \$25.95

Prime Adventures # 1 With a Klingon sourcebook detailing Klingon warrior philosophies and 2 stories; source info on Gorns and Lyrans; Primes competing with Klingons to hunt down a renegade spy in the Neutral Zone; new weapons & equipment, etc. \$25.95

Uprising An adventure for three or more players, that features a Prime Team going deep into the intrigues of an uprising on an amphibian world rich in dilithium. Also details Orion Skimmers, punks with an attitude, and the Prellarians, a new race for Prime Directive. \$14.95

Rifts

SCIENCE-FANTASY Earth has been transformed - super science rule the nations of the future, but awesome magicks & supernatural creatures threaten a new dark age. By **Palladium**.

RIFTS RPG The world we know is gone. Nothing is as it should be. Earth has been transformed into a dimensional nexus. Rifts in space and time link Earth countless alien worlds and dimensions. High technology co-exists with magic and the fantastic. Giant robots and power armor warriors battle supernatural monstrosities. Unspeakable horrors slither through the Rifts with an eye for conquest, or to use Earth as a bridge to the infinite Megaverse. Somehow, humankind has managed to survive, many augmenting their frail bodies with bionics, power armor, brain implants, chemicals, magic, and alien sciences. Featuring magnificent artwork, and 256 pages. \$39.95

RIFTS Game Shields & Adventures Contains two six panel GM screens for quick reference, a 60 page adventure sourcebook, 9 Rifts character sheets, 2 complete adventures, 18 hook line and sinker adventures,

maps, etc. **\$20.95**
RIFTS Index & Adventures Vol 1 An index that indicates which title and what page players and GMs can find specific characters, CCCs, RCCs, skills, weapons, vehicles, places, etc. Has 40 pages of adventures, adventure ideas, source info, etc. set in North America. **\$21.00**
RIFTS Sourcebook Campaign Information on the Coalition Government, Skelebots, body armor, robots characters, villains, NPCs, weapons, equipment, monsters, and adventure. 120 pp. **\$21.50**
RIFTS Sourcebook 2 - The Mechanoids A.R.C.H.I.E. Three plans on opening a giant dimensional rift to bring combat cyborgs to Earth. Includes new robots, weapons, mechanoids. **\$19.95**
RIFTS Sourcebook 3 - Mindwerks 112 pages with nearly a dozen new O.C.C.s and R.C.C.s, including the Mindwerks cyborg, psynetic crazy, psi-bloodhound, lycanmorph, etc. New M.O.M. implants and powers, the NGR outlined and mapped, the mysterious Mindwerks, the Angels of Death and Vengeance. Gene-splicers, an evil Millennium race, monsters, an epic adventure, etc. **\$18.95**
RIFTS Sourcebook 4 - Coalition Navy Includes the weapons, armor, ships and equipment of the fledgling Coalition Navy, as well as its key bases, training facilities and chain of command. **Due August. \$19.00**
RIFTS Mercenaries A 160 page sourcebook on mercenaries. With 9 new occupational character classes including bounty hunter, master assassin, smuggler, spy, etc. There are rules for creating mercenary companies, six NPC companies are given in detail, there are transdimensional mercs, weapons and equipment, new bots and vehicles, adventure ideas, characters, and additional hints and data about the Coalition States, Tolkeen, Pecos Empire, etc. **\$25.95**
RIFTS Conversion Book Enables characters or creatures created in any of the other Palladium RPGs (ie: Robotech, Uninited, etc.) to be used in the RIFTS. Includes the notes on RIFTS Europe, adult dragons, optional player races, & a wealth of monsters. 224 pages. **\$31.95**
RIFTS Conversion Book # 2 Pantheons of the Megaverse - mythological ancient gods and impostors. 180+ pages dealing all of these gods, their magics and weapons. **\$31.95**
RIFTS Dimension Book One: Wormwood Features the living planet Wormwood, with a bizarre, twisted, and monstrous Unholy, horrific monsters, aliens, World Gate, morphworms, entrancers, new racial character classes, Hospitaliers, etc. **\$25.95**
RIFTS Dimension Book Two: Phase World An incredible transdimensional city that is also a space port located at the edge of three galaxies. This means that visitors come not only from other dimensions but other galaxies as well. Describes three galaxies in detail, technowizard spaceships, powerarmor, & weapons, phase technology with new ships, weapons, cyborgs, etc. **\$31.95**
RIFTS Dimension Book Three: Phase World Sourcebook New weapons including plasma cartridges, micro missiles, nanomachines, power armor, robots; new fighters, frigates and cruisers; optional spaceship combat rules; the intruders with their solid energy spaceships and bodyarmor, etc. **\$19.95**
World Book 1: Vampire Kingdoms Includes information on Vampire characters, Techno-wizard devices, travelling freak shows, the Yucatan Peninsula, ley lines, nexus points, demons, etc. **\$23.95**
World Book 2: Atlantis Domain of the multi-dimensional slavers known fondly as the Splurgoth, who rule a magical realm of supernatural, and other-dimensional creatures. **\$25.50**
World Book 3: England A place of magic and magic creatures, a land of enchantment. 152 pages, including Fomorians, Celtic gods, a 1,000 foot tower, New Camelot, 25 new unique spells, etc. **\$25.50**
World Book 4: Africa Includes the arrival of the Four Horsemen of the Apocalypse - intent on destroying the world. 152 pages, also including Phoenix Empire, Egyptian gods, new villains, etc. **\$25.50**
World Book 5: Triax & The NGR 224pp on the New German Republic, a refuge for humans in Europe, the New Triax, the high-tech industrial giant, featuring tons of new borgs, robots, power armor, implants, weapons, tanks, aircraft, equipment, comic strips, etc. Also features the gargyle empire and other villains, an adventure, etc. **\$31.95**
World Book 6: South America The jungles and mysteries of South America are explored. Eight major kingdoms are described. Living power armor, anti-monster cyborgs, bio-modified female superwarriors, reptilian D-bees, pincer warriors, priests and magic, potions & herbs, pirates, dragons, etc. **\$25.50**
World Book 7: Underseas Marines, Ocean Wizards, Sea Druid, Sea Inquisitor, the Salvage Expert, the Whale Singer, Sea Titan, Amphib, Dolphins, Horunes, Pirates, Mutants, etc. 40 ocean magic spells, 20 whale songs, dolphin magic, underwater bionics, power armor, & weapons, subs, ships, the Lord of the Deep, Gene-Splicers, etc. **\$31.95**
World Book 8: Japan Samurai, Cyber-Samurai, Ninja, Warrior Monks, Tengu Winged Goblins, Ninja Juicer, Ninja Crazy, Cyberoid, Dragon Cyborgs; living Samurai swords, the anti-technologists of the New Empire; Oni, Supernatural monsters and elementals of the zone, three new Glitter Boys, winged power armor, spy armor, robots, new cybernetics, magic powers & magic, etc. **\$31.95**
World Book 9: South America 2 Continues to explore the continent. Here you will find the reborn Inca Empire battling extraterrestrial invaders, uncover the secrets of the Nazca lines, and explore the Silver River Republics, where humans, mutant animals and D-Bees live, build wondrous machines; Arkhon Spectral Hunters, a special brand of cyborg with terrifying salth & weapons systems. **\$31.95**
World Book 10: The Juicer Uprisings Coalition treachery leads to the Juicer Uprisings. When the lies are revealed, a Juicer army rise up to lay siege to the CS city of Newtown. Chaos erupts as Juicers, bandits and outlaws ravage the country side. Also action packed adventures, world information, great new art, 160 pp. **\$26.95**
World Book 11: The Coalition War Machine The Coalition States have been secretly building an army of incredible power. Rumor has it the Coalition Warriors invade Tolkeen and other plots to strengthen and expands its holdings have existed for years, but even the best spies had failed to uncover Prosek's mad scheme. Now, it's too late, as the Emperor unleashes his new army. **\$33.50**
World Book 12: Pyscape New psionic powers, new occupational character classes, weapons, equipment, villains, mysterious civilizations, and in-depth world information. **Due May '97. \$26.95**
World Book 13: Lone Star A detailed look at the Coalition States of Lone Star and the infamous Lone Star Genetics Complex where the dog boys and other mutants are created. Their plans for the future, key leaders, madmen, mutant animals and dark secrets. **\$26.95**
World Book 14: The New West The wild American West, a no man's zone forbidden to citizens of the CS, is explored in detail. Gun-slinger and psi-slinger character classes: D-Bees Cyberknights, Indian Warriors, playable towns, the Law (or what passes for it), etc. **June. \$27.00**
World Book 15: The Spirit West An in-depth look at the new American Indian, various tribes, cultures, magic, and gods. While the White Man wars with D-bees, sorcerers and his brothers in the East, the Red Man is quietly building new nations in the West. **Due July. \$33.00**

Riftsworkz Collection of full color, signed art prints from the Rifts universe. Prints are 36cm x 28cm. There are six prints, most taken from the cover of the Rifts books. **\$50.00**

Robotech

SCI-FI Faithful recreation of the Robotech-Macross universe: from the destruction of SDF-1/2, to the launching of SDF-3. Mankind faces a war against an alien army. **By Palladium.**

ROBOTECH RPG Includes character creation and classes, skill lists, combat mechanics, a complete Mecha & Destroid inventory, data on various weapon systems & suits, etc. 110 pages. **\$21.50**
RDF Manual Includes optional rules, new R.D.F. weapons & vehicles, an historic chronology of world events, more character sheets, plus a global military & resource atlas. 48 pages. **\$14.95**
REF Field Guide Includes an illustrated catalogue of the mecha, spaceships, combat vehicles, military bases, equipment, and uniforms of the REF, Inorganics, Invaders, Robotech Masters & Zentraedi. **\$28.95**
Robotech New World Order Looks at the personalities, powers and plots of the African Sector, and plunges the characters into a world of violence, scheming and duplicity. The power hungry and corrupt commanders of the Sector have dreams of conquest which threaten the earth's reconstruction and could destroy the United World Government. Players find themselves using their own RDF mechs against identical machines piloted by traitors... **\$21.50**
Southern Cross Material from the TV animation series. Features character education & skills, plus extensive notes on armies, weapons & equipment. 112 pages. **\$21.50**
StrikeForce Robotech Book Eight. The heart of the book is the adventure Darkness Flowering, which is a dark look at the driving force behind Robotechnology and protoculture. It also features heaps of new mecha and variants on the old mecha, detailed info on the Zentraedi Control Zone, Manaus (a Zentraedi stronghold) and Indochina. **\$21.50**
The Invid Invasion 112 page sourcebook on Invid & human equipment, with new combat rules. **\$21.50**
The Sentinels New PC REF classes, Sentinel aliens & combat rules, data for Destroids, Cyclone bikes, Veritech fighters & spacecraft! Plus Invid history, Mecha, Inorganics & Hives. 3 adventures. 160 pgs. **\$28.95**
The Zentraedi Giants cloned solely for the purposes of war - the Zentraedi are an uncompromising creation bred to kill. 48 pages of history, mecha, space vessels and Player Character notes. **\$14.95**
Zentraedi Break-Out An all new 64 adventure-sourcebook for the original Robotech, featuring the Zentraedi Argentine Outland in South America, including RDF bases, outposts, cities & governments. New weapons, modified mecha, new squadrons, border patrols, & heaps of adventures. **\$17.95**
MACROSS II RPG This RPG is the sequel to the Macross Movie, made by the Japanese. It is therefore indirectly related to and a sequel to the first part of the three-part Robotech series, that being an Americanisation of the Japanese Macross series. In this sequel, it is slightly years later and the creators of the Zentraedi, the Marduk are back - invading Earth. Features Marduk mecha and war machines, transformable Valkyrie fighters, heaps of artwork, an epic adventure, characters, etc. **\$21.50**
Macross II Sourcebook One Details Earth's military, the UN Space, new ground mecha, the Metal Siren transformable Valkyrie, VF-XX spaceships and weapons, & heaps of great art. 64 pp. **\$17.95**
Macross II Spaceships & Deck Plans Vol One 64 pages of floor plans for the Emperor's giant Marduk Flagship, Battleship, Shuttle, & giant base, the Macross Cannon & Escort Carrier, Zentrans Destroyer, Command, & Scout Ship. A short adventure and ideas, and ship to ship combat rules. Heaps of stunning artwork. **\$17.95**
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Macross II Spaceships & Deck Plans Vol Three Floor plans for the Macross Interdimensional Space Fortress, the Moon Base and Armed Platform, UN Space Headquarters, Culture Park, a short adventure, heaps of artwork, and a size chart and combat data. **\$20.00**

Rolemaster

FANTASY A very detailed RPG that stands on its own for quality, but is compatible with the Middle Earth supplements. The new version of Rolemaster, about to be released, is coming in four parts. See **SHADOW WORLD** for campaign material. **By Iron Crown Enterprises.**

Arcane Companion Since the dawn of time man has struggled to understand the nature of magic. Now you can explore the origins of the most powerful and hardest to control magic: Arcane magic. 4 new professions, 46 spell lists, 4 new spell attack tables. **\$26.95**
Arms Law Part One of the New Edition of Rolemaster. Details a fantasy/medieval melee and missile combat system adaptable to any FRP system and fully compatible with older version of Rolemaster. Most of the material is the same as before, though here it is reformatted for easier use and has some new critical and attack tables. 144 pp. **\$23.95**
Black Ops Welcome to the world of espionage, mercenaries, counter-terrorists, and covert operations. Details the modern world of covert operations. With three new professions, twenty new training packages, modern equipment, 3 sample adventures, & mini adventures. **\$25.00**
Castles & Ruins Inside this sourcebook you will find detailed information on the history of construction of castles, including sites, materials, labor; the folk who dwell in and around castles, as well as how castles become ruins, the sites of treasures & adventures. **\$28.95**
Creatures & Monsters A monstrous book with 320 pages with hundreds of animals, monsters, and races. Many are from myth, others from fantasy fiction, and many original. Monsters that fly, swim, and terrorize the land, as well as those who are friendly and aggressive. Dragons, Fell Beasts, Elementals, Constructs, Shapechangers... **\$44.95**
GameMaster Law How to determine the best types of games for you to run as GM. How to design interesting and intriguing stories, NPCs, & backgrounds. How to build believable backdrops for your stories, and how to keep it evolving through the campaign; designing, playing and running tournament RPG, guidelines for commerce, leagues, etc. **\$29.95**
Races: Cultures: Underground Races A full write up on every one of the 13 underground races presented in **Creatures & Monsters**, dwarves, gnolls, gnomes, goblins,

halflings, hobgoblins, kobolds, five different types of orcs and troglodytes, covering religion, style of clothing, weapons and armor, lifestyles, training, spells, adolescent development. **\$23.95**
Rolemaster 3in1 Book cover case containing the complete books of Arms Law, Spell Law and Rolemaster Standard Rules. These are everything you need to play. **\$97.50**
Rolemaster Annual 1996 This provides a master index for the entire Rolemaster Standard System, seven new professions, an updated Master Training Package Table, Skill and Skill Category Character Record Sheets, updated master spell list pages. **\$15.00**
Rolemaster Character Records For each profession from Rolemaster Standard Rules, you can use a customised skill development sheet that will efficiently organize all skills based on that profession. **\$17.95**
Rolemaster GM Screen Two screens, with 3 faces each, also including a 48 page book with all of the encounter tables from **Creatures and Monsters** as well as a listing of all creatures. **\$16.50**
Rolemaster Players Guide A general overview of the Rolemaster system everything a beginning player needs to know. Eleven fully developed characters; attack tables for the player to use; spell lists, spell attack tables; etc, the General Static Maneuver Table, etc. **\$13.50**
Rolemaster Standard Rules A detail FRP system that adds realism and depth to your campaign without losing playability. This book is the cornerstone of the system and provides all the rules and guidelines needed to play this game. With a wide range of character creation choices, material for unique character backgrounds, skill development system; complete, consolidated guidelines for resolving actions, and action sequencing based on how fast a character attempts to perform an action. Eg, quick with a penalty, normal, or deliberate with bonus. **\$44.95**
Rolemaster: The Basics Boxed set sort of like a condensed or introductory version of Rolemaster, but containing all the elements you need to learn to play. Contains a selection of flexible character creation choices; a selection of spell lists; a selection of attack and critical tables; detailed material for unique character backgrounds; a skill development system; action sequencing based on initiative role, etc. **\$44.95**
Spell Law A highly acclaimed magic system that improves any game! Now revised, reformatting, and reorganised, this is a mighty tome that adds realism and depth to your campaign without sacrificing playability. With over 2000 spells descriptions on 183 spell lists based on three realms of power and 18 professions. Critical strike tables for heat, cold, impact, electricity, large and superlarge creatures, etc. Can be used with any system. **\$34.95**
Talent Law Provides GMs and players with a new system of customizing characters through background options. GMs can also now create new races that are inherently balanced against all other races in the game. With special training, special & mystical abilities, physical & mental abilities, etc. **\$26.95**
Treasure Companion Complete tables for generating all types of treasure, including a detailed system for generating gemstones and jewelry, complete item descriptions for over 100 unique treasure items, three new alchemist professions, 22 Alchemist spell lists, etc. **\$23.95**
Weapon Law Now you can run Rolemaster in post-medieval settings. This gives all the attack tables you need to resolve firearm combat in any era from medieval to modern. Features 500 hundred weapons, & guidelines for using in fantasy settings. **\$22.50**

Runequest

FANTASY A great RPG that boasts a superb campaign world, excellent mechanics, and detailed background source material. Very highly recommended! **By Avalon Hill.**

RUNEQUEST DELUXE BOOK RPG The complete deluxe Runequest made available in a 280 page book. Includes the **Players Book**, which contains character creation, combat & skills; a **Magic Book**, with the 4 types of magic; a **GM Book**, with scenario aids, ships & sailing, the money tree, civilization; the **Creatures Book**, which includes descriptions and stats; **Glorantha Book**, with Mythos & history, magic & religion, Cult of Ernald, & a run down on the races of Glorantha. **\$42.50**
Lords of Terror Complete cult descriptions of seven chaotic cults, Primal Chaos, Malia Bagog, Thed, Krialk, Pocharno, and Krarsh. There are several scenario schemes for adapting provided major NPCs to your campaigns. 96 pages. **\$25.95**
Strangers in Prax Explores the role of outlanders in Praxian campaigns - the dreaded Lunar Coders, agents of the Red Emperor, a Western sorcerer and his entourage, a shipwrecked captain with a curse, and more. Includes new cult descriptions by Petersen & Stafford. **\$23.95**
Wyrm's Footprints Collection of Glorantha legends, including gods and goddesses, waltapus cookery, Starbrow's Rebellion, Sartar High Council with all the important personalities of the rebellion, Temple of the Wooden Sword, and stats on Jar-El the Razoreze. **\$25.95**

ShadowRun

SCIENCE-SORCERY Fantasy races, with appropriate skills & abilities, combine with a hardcore hi-tech world of surreal punk imagery and violent corporate entities. **By FASA.**

SHADOWRUN 2nd Edition 296 page book that contains a history to 2050AD, character development, skills, magic, firearms, the computer matrix, cyber mechanics, bestiary, a Seattle guide, equipment lists, NPC contacts. Features new artwork, revised mechanics, and tons of color plates. **\$35.00**
A Killing Glare The players are caught up in Urban Brawl, pro sports, but a darkened past is brought up which could ruin all. **\$12.95**
Awakenings New magic in 2056. Offers new perspectives on magic in the Sixth World: rules for a new magical discipline, new archetypes, and further explores the more advanced ways of using magical powers, such as metamagic. **\$23.95**
Aztlan Eternal & mysterious, the nation of Aztlan is one of the great enigmas of the Shadowrun universe. This sourcebook gives players a look inside that secretive country & the sinister megacorporation that dominates it - Aztechology. **\$29.95**
Bug City It is the aftermath of the final, desperate bid of the insect spirit dominated Universal Brotherhood. Most of the city of Chicago has been overrun by the insect spirits' minions, forcing the federal government to seal off the city. But there are still people inside. **\$28.95**
California Free State The California Free State has everything ShadowRunners could want. City sprawls and

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mega-corporations challenge the most jaded runner. Magical enclaves provide a change of pace for magic users. Also secret societies, organised crime, gang wars, water wars, and a dragon. **\$28.95**

Celtic Doublecross Elves & politics give even harder street samurai the shakes - but put together Irish elves and American politics and you've got nothing but trouble. **\$12.95**

Corporate Security Handbook This primer for corporate security personnel contains loads of effective strategies and good advice for protecting a corporation's favoured assets, be they people, places, or things. New gear, etc. **\$28.95**

Corporate Shadowfiles Sourcebook that includes extensive explanations of megacorporations and their economics, including histories, assets, personnel, private armies, etc. Detailed profiles of the Big Eight megacorporations & new game rules for rating them. **\$28.95**

Cybertechnology Chock-full of new cyberware, accessories, enhancements, and optional and expanded rules destined to leave the hardest samurai feeling like he's lost in a toy store. From cybernetic triggers to cyborg replacement parts, it's all here. **\$23.95**

Darkangel The last recordings of a cult-figure street musician is grabbed by a major record company - but how? **\$14.50**

Denver Denver is a boxed campaign set. It contains a players guidebook full of public and shadow information about the city and its surroundings, and a gamemaster sourcebook that describes the locations, local folks, secrets, and surprises of the Treaty City as well as offering rules and suggestions for making Denver as dangerous as it gets. Includes a poster size color map of the Front Range Free Zone and a pair of security travel passes for two to the city's 6 sectors. **\$39.95**

Divided Assets To the corporations, everything's an asset to be charted, inventoried, and maintained. Everything is accounted for, even people. But what happens when an 8 year old boy becomes the pawn in a messy extraction? **\$15.95**

Double Exposure Project Hope is an organisation working to rebuild the Barrens by employing the homeless and the destitute. This could make a real difference to poverty & despair in Seattle. But is all as it seems? No! The Universal Brotherhood are involved. **\$15.95**

Dreamchaser Missing experimental pleasure chips are linked to a series of brutal slayings... **\$12.95**

Eye Witness This adventure takes a team of ShadowRunners on a quest for justice across Seattle, into the Boardroom of a corrupt Corporation, the darkest corners of the Sprawl's slums, and the noxious depths of Seattle's Underworld. **\$15.95**

Fields of Fire The streets are a violent place, as dangerous as any battlefield. This is the mercenary sourcebook for ShadowRun, including rules to act like a professional merc, pages of new weapons, support gear, and optional combat rules, clarifications, and expansions. **112 pages. \$23.95**

Germany Sourcebook Details society, politics and economics of Berlin, Frankfurt, Rhine-Ruhr Megaplex, etc. Written by real Germans, & includes German equipment, local corps, etc. **\$28.95**

Grimoire 2nd Ed. A 140 page handbook further detailing spell creation, adepts, insect totems, alchemy, enchanted items, magical groups and toxic shamans. Includes game improvements. **\$23.95**

GM's Screen 2nd Ed. Includes a collection of archetypes and street contracts. **\$21.50**

Harlequin's Back One of ShadowRuns most popular and enigmatic characters returns in 6 interconnected adventures that take players beyond their worst fantasies & darkest nightmares. **\$23.95**

High Tech and Low Life The Art of Shadowrun. Full of color and black and white illustrations taken from FASA's various artists. **Due April. \$32.00**

Missions Lets you put the rules in ShadowRun Companion to use. Bullets and magic fly in these short adventures, each of which focuses on a specific, hazardous mission, ranging from DocWagon techs pulling a client from the middle of a firefight to a special operations mission for the UCAS government. **\$24.00**

Mob War! In this adventure, Seattle's most powerful criminal kingpin is dead, and war is brewing in the streets. The syndicate bosses and their street-gang foot soldiers are drawing lines and taking sides, with the Seattle Mafia, the Yakuza, and the Seoupla Rings all getting involved. **\$19.00**

Paradise Lost A run in Hawaii, paradise of sun and surf, should be the answer to every shadowrunners dream. But when runners need to track down a piece of valuable, stolen tech in the island kingdom, they find that cheerful Hawaii hides dark intrigues & darker dangers. Includes source material on Hawaii. **\$15.95**

Paranormal Animals of Europe You've seen the animals of USA, now find out what the Euros are afraid of. **\$28.95**

Portfolio of a Dragon: Dunkelzahn's Secrets On Inauguration Night, 2057, the newly sworn in President of the UCAS, Dunkelzahn, is assassinated. But he left behind a Last Will and Testament that will give him the last laugh. But who are the assassins and why did they kill him? **\$23.95**

Seattle Sourcebook A city where Megacorps control the money & politics, while gangs rule the streets, and more malevolent forces take out anyone who enters the underworld. **178 pages. \$23.95**

Shadowbeat Sourcebook for the multi-media entertainment industry, includes new character Archetypes, nonplayer Contacts, player information-gathering techniques, and relevant rules. **\$23.95**

Shadows of the Underworld Five adventures focusing on the elections of 2057. The runners get entangled with everything from political agents to fanatical cults from a gun fight on top of a building to the secret underground. **\$23.95**

Shadowtech Details the latest & sharpest in personal-enhancement technology - from adrenaline-boosting bioware, to headware cyberdecks, and sensory enhancements. **\$23.95**

ShadowRun Companion Expands and clarifies rules for character creation, skill use and defaults, contacts, Karma, magic, and cyberware, and includes new rules for playing metahuman variants and shapeshifters. A guide to creating adventures and campaigns offers step-by-step techniques to help gamemasters get the most out of ShadowRun. **\$24.00**

ShadowRun XL T-Shirts Harlequin **\$35.00**

Street Samurai Catalogue Everything the urban professional predator-for-hire needs - firearms, armour, vehicles, cyberware, internal body-wiring, and other accessories. Slightly revised edition. **\$18.95**

Super Tuesday Collection of 5 stories set during the Chaotic United Canadian and American States Election of 2057. From breaking into Bug City, to stopping a psycho toxics shaman on a death mission, to tangling with a secret society, the players find out what it means when politicians enter the shadows. **\$23.95**

Target: UCAS Describes places where chaos is the norm. Provides thorough locale descriptions, an extension players section, and big events that can trigger turn wars and power plays. **Due July. \$24.00**

Tir Na nOg The former nation of Ireland, the land of Youth. It is now revealed - but who are it's masters? What does its emergence hold for the world of 2054? 168 pages, color plates & several maps. **\$28.95**

Tir Tairngire Reveals the Elven Nation for the first time, in all its glory and danger. Details history, society, politics,

and the mystery of the Tir. Includes maps & heaps of illustrations. **\$28.95**

Threats Fourteen of the most powerful and influential people, organisations, and entities in the ShadowRun world: magical secret societies, mad scientists, astral monsters, etc. All having the power to change the world forever. **\$28.95**

Total Eclipse Seattle's hottest new rock band have broken their contract to try and cut it solo, but their parent corporation label has paid some runners to bring them back ASAP. **\$12.95**

Underworld Sourcebook ShadowRunners are not the only denizens of the criminal world. There are those who have taken the science of crime and made it into an artform. From the ordered world of the Yakuza to the violent anarchy of the Seoupla Rings, also the Mafia and the Triads. Each syndicate's markets, business practices, traditions, histories and secret rituals are revealed. **\$24.00**

Virtual Reality 2.0 A complete overhaul of all the rules for running ShadowRun's worldwide computer network, the Matrix. New rules provide a faster-playing version of decking through the Net, update ShadowRun technology, and offer new equipment and equipment rules. This sourcebook also includes rules for playing otaku, the mysterious technoshamans who seem to live in the Matrix, and offers the most current information about Matrix law and Als. **\$28.95**

SHADOWRUN NOVELS

Miscellaneous Titles

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|-------------------------|------------------------------|
| 1. 2XS - \$8.00 | 2. Changeling - \$8.00 |
| 4. Night's Pawn - \$800 | 5. Strypker Assassin - \$800 |
| 6. ShadowPlay - \$800 | |

8. **Lone Wolf** Rick Larson is working under cover for Lone Star in Seattle, reporting to them on changes in the balance of power in the gangs, so that they can react to it & prevent gang warfare from breaking out. But suddenly the balance shifts in a big way, & Larson finds himself on the wrong side... **\$7.95**
9. **Clave-line** Black Runners must free a man stuck in slave-line conditions from the harrowing landscape of Newark, which is overcome with poverty, violence, brutality, & gang lords. But it becomes rather difficult to keep their honor. **\$7.95**
10. **Nosferatu** Serin is a rootless mage and part time shadowrunner, but he feels evil, eleven eyes watching him everywhere he goes. Eventually, he learns of his enemy's plans - which are to wipe out humanity. Who is his enemy? He has been plotting this downfall for three hundred years. **\$7.95**
11. **Burning Bright** Dan Truman, CEO of media giant Truman Technologies, doesn't care what it costs to get back his missing son. He hires the best to find his heir, even though their motives are suspect. Will money & experience be enough to defeat the terrible power growing beneath Chicago? **\$7.95**
12. **Who Hunts the Hunter** Four deadly killers cross paths - the weretiger Stripper, the shaman Bandit, and from Newark come Newark and Monk. But who is the predator and who is the prey? Before they are done a killer will learn the meaning of mercy, and one who honored life will discover the necessity of ruthless destruction. **\$7.95**
13. **House of the Sun** The kingdom of Hawaii is a tropical playground, but it has a dark, dangerous underside. Its this underside Dirk Montgomery, Lone Star cop turned Shadowrunner, must navigate as he tries to stay one step ahead of the factions trying to control islands. **\$7.95**
14. **Worlds Without End** Immortal elves Aina and Harlequin are convinced that horrors from the Fourth World are about to make an appearance in the Sixth. Then Aina's nemesis arrives, portending the coming evil - an evil that does not bend before megacorps, shamans, dragons, or advanced technology. Aina and Harlequin must have the power to stop it - if they can unite their fellow elves. **\$7.95**
15. **Just Compensation** Andy's a shadowrunner wannabe until he accidentally participates in a real run, ending his safe life until that point. His half brother gets in trouble for refusing to gun down a civilian army. The two then discover a conspiracy to take down the government. But can they save it? **\$7.95**
16. **Black Madonna** Leo, the world's greatest genius, wants to share the "truth" with the world and needs money to do it. So he stages the most stylish and sophisticated electronic blackmail scheme in the history of the world. But when decker Michael Sutherland and pals Serrin and Geraint team up to track him down, they find Leo has some very scary friends who don't want him to share the "truth" with anyone, and who would like to see Leo and the runners dead. **\$7.95**
17. **Preying for Keeps** Jack thought his lover betrayed him until she turned up dead. Now the data he stole is wanted by the elves, the yakuza and the mafia. And now a disease is rampant throughout Seattle, and it's up to Jack and his team to solve it. **\$7.95**
18. **Dead Air** Two eleven bikers, Tamara and Jonathon, have been tearing up the league of Combat Biking, but then Tamara is given a brutal hit by another team. Jonathon is out for revenge, but if the megacorp agents, senseless industry operatives, and hostile mages don't kill him, the truth probably will... **\$8.95**
19. **Shadowboxer** A dwarf merc shadowrunner named Two Bears signs on to dig up some data on the word IronHell. Easy job, easy cash, until the decker helping him gets her brain fried in the matrix. **\$9.50**
20. **Stranger Souls** UCAS President Dunkelzahn, cut down by unknown enemies in the hopes of his triumph, lets one last set of orders for a special agent Ryan Mercury to save the world from magic so powerful that nothing may survive it. **Due June. \$9.50**

SLA Industries

SLA INDUSTRIES RPG We've managed to obtain more copies of this excellent RPG at last. A 300 page book, rich in background and artwork. It focuses upon the mysterious SLA INDUSTRIES megacorp, which rules all the inhabited worlds with an iron grip. It began with the man slayer suddenly appearing 900 years ago, accompanied by his immortal Klinebeck bodyguards, who were lead by Intruder. Wars raged uncontrollably, with Slayers hiring out bioengineered warriors to all players - to then use them to exterminate nearly all other life forms. The only races to survive were the humans; Frothers, who live a wild life of chemical madness; Ebons, who flow in the power of the Ebb; Storms, the bioengineered warriors; Shaktars, a proud and honorable race of warriors; & the Wraith Riders, used to physical hardships. Ebons who enter the white return as Necanthropes. **\$45.00**

Star Riders RPG

SCI-FI A tongue in cheek game in the league of *The Hitchhikers Guide to the Galaxy*. By Dream Pod 9.

Star Riders RPG A deliciously funny role playing game in the space opera tradition. When the Dadourunrun Conundrum Empire's bureaucrats slightly "misplace" Earth - the coolest place in the galaxy - during a galactic re-organisation, you go off looking for it. You common Toasters (you know, we put bread in them) are one of the alien races of the universe. (These are used in a multitude of ways, from door stops, to weapons, to currency, and yes, they even make toast!) **\$10.00**

Star Wars

SCI-FI The game mechanics are comprehensive, yet not intimidating; extensive background detail is sincere to the films, play is quick and exciting! Good for beginners. By West End Games.

STAR WARS 2nd Ed Revised & Expanded. The hottest RPG just got hotter. This new hardcover, full color edition is a revision of the popular, 2nd Ed rules to make the game more exciting and fun to play. Features dozens of examples to make the rules easy to learn, over 30 character templates, a solo adventure, a player handout that explains the game, and an overview of the Star Wars Universe. 240 pages. **\$50.00**

STAR WARS Introductory Adventure Game A magnificent boxed set entry point into the Star Wars roleplaying game. Everything you need to play is here. This game teaches you the rules while you play. One game booklet shows how to create and use your own Star Wars character fighting the Empire, another booklet teaches on one person how to be the games master. Also includes character sheets, an adventure book, 6 color cards of characters and equipment, stand-up characters, and 7 maps of popular Star Wars locations. **\$33.00**

Classic Adventures Intelligence Reports Heroes are only as good as the villains they fight. This collection of villains details some of the Alliance's most dangerous foes, providing a perfect selection of enemies for any Rebel team. Each entry has background information and game statistics, including numerous new droids, vehicles, and aliens. **\$27.00**

Best of the Star Wars Adventure Journal A collection of short stories from the Journal. **\$25.00**

Classic Adventures Presents two Star Wars 1st Ed adventures. *The Politics of Contraband* and *The Abduction of Crying Dawn Singer*. The first is a story revolving around the life of a smuggler; the second story is about a famous singer being kidnapped. **\$28.00**

Classic Adventures # 2 Includes *Graveyard of Alderaan* (a murder to solve, a lost warship to find, ruins of a palace to explore) and *Domain of Evil* (stranded on a swamp world, hunted and terrorized by creatures from your nightmares). **\$27.00**

Classic Adventures # 3 Includes *Riders of the Malestrom* - Rebel heroes try to uncover the secrets of an Imperial rendezvous; *Death in the Undercity* - what is causing the mining accidents on Quarren? And *Tatooine Manhunt* - who is this Adar Talon that all the bounty hunters of the galaxy have come to find? What does he know? **\$27.00**

Classic Adventures # 4 *Adventures from the Star Wars Journal*. Help defeat the Empire as you hunt for a powerful Jedi relic, evade bounty hunters, go undercover in an Imperial recruit training camp, and command New Republic armored forces against an Imperial onslaught. **\$32.00**

Classic Campaigns This book presents two Star Wars First Ed campaigns, completely updated to 2nd Ed. There are two campaigns, taken from the Campaign Pack and Gamemaster Kit. The 1st features the adventures of a group of rebels on a modified space yacht. The 2nd chronicles the efforts of rebels to stop construction of an Imperial resupply base in the Trax sector. **\$25.00**

Cracken's Rebel Field Guide Details the technology available to Rebel agents and soldiers - weapons, tools, computers, plus improvised equipment. **\$22.50**

Cracken's Rebel Operatives A collection of saboteurs, operatives, spies, contacts, and informants who work with or for the Rebel Alliance in its struggle against the evil Galactic Empire. Provides detailed info on some of these more famous individuals. **\$25.00**

Creatures of the Galaxy Over 60 new creatures, each entry including an illustration, as well as complete information on the animal's habitat, behaviour and special abilities. Get your first glimpse to the lethal vapor swamp demon, the terrifying creatures called miners' horrors. **\$25.00**

Dark Empire Sourcebook A 128 page hardback sourcebook based on the smash-hit comic series following on from the end of Return of the Jedi. Includes 16 full color plates, heaps of illustrations, new ships, new NPCs and PCs, new equipment & vehicles, planets, and history of the comic. The New Republic rules 3/4 of the galaxy, & a savage war against Grand Admiral Thrawn almost defeats them. But then the Imperial factories, ruling 1/4 of the galaxy, start to fight each other for supremacy, and Luke Skywalker succumbs to the dark side - only to find that the Emperor is back - and with a sinister plan to conquer all. **\$45.00**

DarkStryder: Endgame The final DarkStryder supplement. The FarStar has discovered the hidden lair of renegade warlord Moff Sarne, a distant planet once ruled by a long-dead species of scientists that were obliterated in a mysterious catastrophe thousands of years ago. The New Republic has to fight each up with Sarne, and is moving to end his reign of terror for once and for all. Or are they? As Sarne launches his final offensive, the crew of the FarStar encounter the might of a despot alien monster...called DarkStryder. **\$29.95**

Deathstar Technical Companion Details daily operations, personnel, defences, auxiliary vessels, power plant, etc. With deck plans & maps for hangers, surface trenches, etc. **96 pages. \$25.00**

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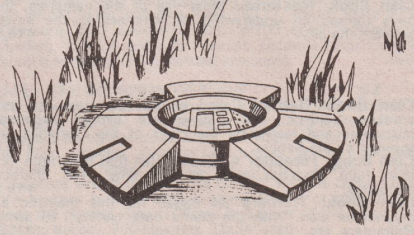
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4. **On a Darkling Plane** When an unknown enemy assails his people, Sinclair rouses himself to command the defense, only to discover that he and his clan are pawns in a contest that has been waged since the dawn of civilization. And an unseen puppet master is willing to sacrifice every piece on the board in order to checkmate her opponent. Who is she? **\$9.50**

5. **Vampire Diary: The Embrace** Hardcover novel. In the shadows of Los Angeles, an ancient vampire courts Austin Jacobson, a nightclub bartender. Can he resist the Embrace, the gateway to eternal damnation? **\$25.00**

6. **As One Dead** In the shadows of Toronto, anarchy vampires live in a narrow zone of safety against the oppression of their Sabbat enemies. To them comes a saviour - a powerful ancient vampire urging them to rebel against the Sabbat's yoke - but can she be trusted? **\$9.50**

7. **A Dozen Black Roses** Deadworld is both a battleground and buffet table between two gluttonous vampires. But into this carnage walks Sonja Blue, a vampire hunter with a deadly secret, intent on destroying these fiends and cleansing the city. Hardcover novel. **\$30.00**

The Masquerade of the Red Death Trilogy

1. **Blood War** For ten thousand years a race of immortal vampires has waged a secret war to control mankind. But now a new player has entered the game - known as the Red Death. He controls forces that make the Kindred tremble. **\$9.50**

2. **Unholy Allies** Only two people can stop the Red Death, Dire McCann and Alicia Varney. Racing against time they desperately need to find the one historian who knows the vampire's true identity. **\$9.50**

3. **The Unbeholden** Despite McCann's and Varney's efforts, ancient monsters stalk the earth, as the Red Death prepares to seize control of the two most powerful organizations that rule the world of darkness. But to win, the Red Death must destroy McCann, who is the most dangerous man in the world. **\$9.50**

Vampire: The Dark Ages

HORROR White Wolf have now released a new RPG - this time focusing on Vampires in the Middle Ages - a time steeping in tradition and fear.

VAMPIRE: THE DARK AGES A complete RPG set at the close of the 12th Century in medieval Europe - the darker, nastier Europe that existed in the past of the World of Darkness. This is a grand but terrifying age to be a vampire. On one hand it is a time of superstition, of blind obedience and casual brutality. Life is cheap and for the taking, and few ginsay the right of the strong to subdue or destroy the weak. But it is also a time for terror for the Kindred. There are few places to hide from the sun and the torch, and the roads are made perilous by brigands and ravening Lupines. It is an age of faith as well, and the lowliest peasant might hold in his heart the power to thwart even the mightiest vampire lord. From the Nile Delta to the Iberian Peninsula, from England to France, from Moslem Jerusalem to the Teutonic barbarisms of the Schwarzwald, it is an age of darkness lit by the flickering of torches. **\$44.95**

Book of Storytellers Explore the weird and wondrous nights of Dark Medieval Europe. Wander the lonely nocturnal roads in service to the vampire prince, or become yourself. Track a unicorn for its blood, or delve into the intrigues of the Italian merchant cities. Battle Assassin killers in the Holy Land. **\$24.00**

Clanbook: Cappadocian At long last, the secrets of the Cappadocians are revealed. Ultimately, they were wiped out by the Giovanni and are virtually unknown to the modern world. This book reveals the secrets of the vampire prince and the inhabitants of the Dark Medieval world. **\$19.00**

Clash of Wills The Earl of Galtre lies on his deathbed and his lands hang in the balance. Fearing for his soul, he wills his land to the Church in exchange for absolution - or does he? Suddenly his son produces a will that makes his sole heir, and soon the player characters are involved in a dark journey of mystery. **Due Sep.** **\$13.00**

Constantinople The night comes to domed Constantinople, where would-be heaven on Earth and wonder of the Dark Medieval world. Walk its torchlit streets and lavish bazaars. Indulge in the decadent pleasures of a thousand realms. Be on your guard, though, from dangers from Caine's children, and an impending invasion. **\$23.95**

Liege, Lord and Lackey The guide to introducing the members of a vampire's retinue into a chronicle. Info on

mortals and ghouls, whom vampires need to survive in the Dark Medieval world, and rules for non-Caine characters - you can play *Vampire* without being a vampire! **Aug.** **\$24.00**

Vampire: the Dark Ages Companion Discover what secrets await you in the depths of the Long Night. This compendium provides a plethora of new material for players and storytellers. New bloodlines so bizarre they failed to survive the inquisition's fires, details on Moors, Mongols, and pagans, etc. **Due June.** **\$29.00**

Vampire: Dark Ages Storytellers Screen Four panel screen plus book of character record sheets. **\$17.95**

VAMPIRE: DARK AGES NOVELS

1. **Dark Tyrants** Walk through the benighted lands of medieval Europe through this anthology of stories. Journey with vampires as they play their deadly, incestuous games of politics, war and blood. **Due July.** **\$9.50**

2. **To Sift Through Bitter Ashes** Obsessed with acquiring the Holy Grail for the Lasombra clan, the vampire Montrovant sets out on a quest that pits him against the Knights Templar. **Due August.** **\$9.50**

Warhammer Fantasy

FANTASY Traditional fantasy setting - in fact, Games Workshop's Warhammer Fantasy world. Printed under license by Hogshead Publishing.

WARHAMMER FANTASY ROLE PLAY This is an exact reprint of Games Workshop's Third Edition. It allows you to roleplay in Games Workshop's popular fantasy world, where on the surface it is a civilized and cultured place, where only the occasional conspiracy, assassination, revolution or invasion by orcs, goblins, beastmen or mutants disrupts the feudal order. Yet a shadow hangs over the world, cast by the corrupting hand of Chaos. 366 pages with lots of art, 130 character skills, 100 character careers, fast moving combat system, 150 spells in seven types of magic, etc. **\$55.00**

Apocrypha Now Material collated from old WFR supplements and White Dwarf magazines. Includes optional rules, new magical gear, new scenarios and campaign ideas, new career types including Elven Wardancer, how to convert characters between WFR and WFBattles. **128 pages.** **\$30.00**

Death on the Reik The sequel to *Shadows Over Bogenhafen*. Can be played as a stand alone adventure or as part of the Enemy Within Campaign. A seemingly simple man-hunt turns out to be far more complex and dangerous, and adventurers will be pitted against mutants, Skaven and desperate cultists, and eventually Chaos. **\$27.00**

Dying of the Light All new material. Marienburg, city of commerce, learning, superstition. The adventurers are sent there seeking a rare book, and uncover a sinister web of intrigue, missing scholars, and strange powers. Rumours of ancient demons are followed by panic and rioting, and the city is in danger of being destroyed completely. **\$30.00**

Fire & Blood: Doomstones Campaign Vol I A chance discovery in the mountains puts the adventures on the trail of the legendary Orcish war-force, the Bloodaxe Alliance. They must retrace their last journey to find the powerful artifact, the crystal of Power. Mystery & adventure! **\$44.00**

Shadows Over Bogenhafen The enemies within the Empire. This book is a compilation of two old titles, *The Enemy Within* and *Shadows Over Bogenhafen*. Includes an adventure in which you hunt for Chaos infestations within the Empire, and heaps of background info, history, politics, religions, etc. **\$30.00**

Webs

GENERIC A smooth generic role playing system with core rules and supplements that are devoted to one genre of RPGs.

Web's Basic Gaming System RPG A complete, generic role playing system designed with ease of play in mind. The core RPG book covers character creation, including archetypes, skills, basic and secondary attributes, disadvantages, etc; the human race is covered in its entirety; all aspects of character skills including general skills, psionics, magic, spells, weapons; a complete weapons and equipment listing covering from ancient to sci-fi times; and complete rules for combat. **86 pages.** **\$16.00**

Web of Stars Sourcebook Now that you have obtained the RPG to learn the basic rules needed for play, this 200 page book adds a complete Sci-fi universe background in which to play. Complete rules & info are provided for 19 new player races, virtual reality, battlemechs, technomagic, new star systems with color star map, rules for starship construction, etc. **\$27.00**

Werewolf

HORROR Second in White Wolf's gothic-punk series. Here the players are werewolves, lupine outcasts who fight to defend their wilderness territory from the forces of the wyrm. **By White Wolf.**

WEREWOLF 2nd Edition Completely revised for the best clarity, with improved combat rules fully useable with previous Storyteller games, and including expanded rules for spirit combat. Provides a deeper look into the Umbra and its many levels, including glimpses of Wraiths. There are also more details on Garou culture, including new rituals and the pictographic saga of the Garou, from their ancient beginnings to modern times. This is a hardback book. **\$40.00**

The Apocalypse This Mind's Eye Theatre supplement brings the world of Garou to live-action storytelling. The Apocalypse features new and intriguing information about Garou society, including each Garou's role in it. Also, there are also more details on Garou culture, including new rituals and the pictographic saga of the Garou, from their ancient beginnings to modern times. This is a hardback book. **\$40.00**

Axis Mundi: Book of Spirits Axis Mundi, the World Tree. The spiritual center of the world. The Garou know it well, for they must place themselves at the Tree, the centre of creation, to work their rituals. And in the branches and among the roots the spirits await, to assist or punish. **\$28.95**

Bastet: A Changing Breed Now the secrets of the elusive werecats are revealed. This players guide presents expanded rules for running the Bastet as player characters. It also tells their history as they remember it. The Bastet aren't simply man-sized kittens with an attitude problem. They're supernatural creatures with a passion for riddles, a

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nose for trouble, and a hunger for life.

\$29.00

Black Furies Tribebook The history and culture of the Black Furies, five ready to play character templates & a small comic strip.

\$15.95

Bone Gnawers Tribebook A bunch of down and outers, this tribe lives on the street in downtown, kicked around, abused, rejected, outlaws. But they stand up for the hobos and desolates who live on the streets.

\$15.95

Book of the Wyrms Detailed information on the Black Spiral Dancers, the hideous lost tribe of the Garou, subsidiaries of their machinations, traits & rules for Banes, fomori, Incarnae, etc.

\$23.95

Caerns: Places of Power Caerns, ancient places of power, sacred sites to the werewolves. This book includes 14 caerns, a full color map of the world's Moon Bridge routes, and the cunning and dangerous Kitsune werefoxes of Japan.

\$23.95

Children of Gaia Tribebook The Children of Gaia believe the Wyrms cannot be defeated with its own vices - they believe understanding and forgiveness will prevail.

\$15.95

Chronicle of the Black Labyrinth A compilation of Wyrms lore, collected from eye witnesses throughout the ages, and presented in the same format as the Book of Nod. Terrifying Wyrms secrets are revealed here.

\$17.95

Combat When diplomacy fails...not all conflicts are resolved with politics and manipulation. Survival is a tricky business, and the average denizen of the World of Darkness needs to know a thing or two about fighting. Details on dozens of martial art styles, melee weapons, supernatural powers, firearms, etc. Can be used with an World of Darkness RPG, not just Werewolf.

\$23.95

Croatian Song A graphic novel. In the late 1500s, a Croatian Garou lived peacefully among the Native Americans of Roanoke Island. Then Sir Walter Raleigh's fleets arrived to claim the land of Virginia. They brought the Wyrms with them. This is the story of the Croatian's final battle to defeat the Wyrms and leave the Pure Lands free of taint, and what went terribly wrong. Due ever?

\$18.95

Drums Around the Fire A book of short stories, including a Garou fighting the most dreaded minion of the Wyrms, a Glass Walker learns true horror, a young pack fights to save children, etc.

\$15.95

Fianna Tribebook The Fianna know how to party - & to kick butt with the best of them. These Celtic werewolves live life to the fullest, reveling in their passions and mocking their enemies with vicious satire.

\$15.95

Freak Legion Pentex wants to speed up the process of human evolution. If nature won't do it quickly enough, Pentex will do it instead. Thus, the former sick, corrupt combinations of Banes and humans, superpowered freaks unfit for human society, blessed with deadly powers yet cursed with terrible diseases.

\$23.95

Get of Fenris Tribebook Looks at the Get of Fenris: their Nordic heritage, legends, and society. A heavily illustrated book telling the saga of the Norse werewolves, the strongest of the strong.

\$15.95

Glass Walkers Tribe Book The Glass Walkers use technology, and cybernetics to help them in their battle against the Wyrms, and those other Garou claim they are traitors for doing so.

\$15.95

Laws of the Wild Second Edition live-action Werewolf rules. Rules on how to play every tribe, breed and auspice, not to mention rules on totems, Gifts, rites, moods - basically, the complete guide. Due August.

\$24.00

Midnight Circus A World of Darkness sourcebook. Come and visit Anastasio's carnival and circus, full of all kinds of freaks. Admission is a pittance, and the rides only cost a trifle, at first...

\$23.95

Nuwisha Another Changing Breed book. Spotlights the werecoyotes, the tricksters par excellence of the World of Darkness. Learn their ancient tales, and the secrets they know about the approaching apocalypse.

\$18.00

Outcasts: Players Guide to Pariahs Clanbook, Tribebook, Tradition Book all in one. The Camarilla, the Garou Nation and the Council of Nine Traditions all have their own scapegoats, the little guys who are always getting kicked around: the Vampire Caitiffs, the Garou Bonin, and Magic Hollow Ones.

\$23.95

Project Twilight The US Government is not wholly oblivious to the supernatural threats that hide in the World of Darkness. Indeed, a handful of intrepid agents track down and hunt these vampires & werewolves. But as these men and women begin to discover the secrets of their elusive prey, an inevitable question arises: just who are the agents really working for?

\$18.95

Rage Across Appalachia Deep in the backwoods of the southern Appalachian mountain range, the Garou hold out against the imminent destruction of their homes. Industry invades the mountains with roads and asphalt. But the Garou have teamed up with the native fae and together they resist and fight.

\$28.95

Rage Across New York The Wyrms has extended its corruption across the world, but especially in New York. The Garou will contain their rage no longer - the battle is on.

\$18.95

Rage Across Russia An ancient, evil vampire has arisen since the fall of the Iron Curtain, & the Garou are hell bent to stop him.

\$23.95

Rage Across the Amazon The servants of the wyrms are trying to destroy the Amazon Rain Forest, but the Garou are trying to stop them. Includes heroes and villains from the war, werejaguars, Mokole werecoodles, etc.

\$23.95

Rage Across the World Now you can fight the war of the apocalypse from its closest days. This book compiles two classics, Caerns: Places of Power, and Rage Across Russia.

\$31.95

Rage Across the World Vol 2 The War of the Apocalypse rages across the globe as the Wyrms seeks to destroy Gaia. This book includes *Rage Across Australia* and *Dark Alliance: Vancouver*.

\$31.95

Red Talons Tribebook We are wild - unquenchably wild. Red Talons are different than all the other Garou. We are not a balance between wolf and human. We are creature only born of wolves. We are unafraid to be animals. But the Red Talons are dying. We are so few now.

\$15.95

Shadow Lords Tribebook A backstabbing and stormy tribe from Eastern Europe. They believe they are the only true werewolves fit for survival. The book is filled with the truths that the other tribes regard as lies.

\$15.95

Silent Striders Tribebook How can the other Garou ever understand? They take pride in their territories, defending them against all comers as if their own brothers and sisters were enemies. Only we, the exiles, dare to gather the secrets in the far corners of the world. In only they realised that the whole world stretches before them.

\$15.95

Silver Fangs Tribebook They are the heroes of Garou legend: the kings, the tsars, the champions. Once upon a time they have now fallen into madness and arrogance, but with the coming of a new king, they have hope. Due June.

\$16.00

Umbra: Velvet Shadow The places, spirits, and cosmology of the Garou spirit world.

\$23.95

Warriors of the Apocalypse Includes Werewolf statistics for nearly all of the Garou found in the Rage cardgame, including backgrounds and personalities; information on the Wyrmspawn too, from the Banes, and stats for famous Werewolf characters such as Lord Albrecht.

\$23.95

Werewolf Chronicles Volume 1 Preserves the earlier, now out of print classic Werewolf sourcebooks, *Rite of*

Passage and *Valkenburg Foundation*.

\$24.00

Werewolf Chronicles Volume 2 Gets back to the roots of Werewolf with two out of print classics, *Ways of the Wolf* and *Monkeywrench*. Pentex, a book on the lupus Garou and the worldly embodiment of their enemy, the Wyrms' Pentex. Due August.

\$24.00

Werewolf Dice Includes 9 high-quality 10 sided dice, one Moon dice, and a dice tube.

\$12.00

Werewolf GM Screen 2nd Edition The GM foldout screen & pad of tables, with adventures to help storytellers get started.

\$15.95

Werewolf Players Guide A 232 page book that includes new character generation options, including merits, flaws, personality archetypes and new gifts. It has expanded rules for Rage and combat, including Klaiwe dueling and the Garou martial art of Kailind, etc.

\$28.95

Werewolf Storytellers Handbook With advice, tips and essays on Storytelling, from creating chronicle to telling mythic stories. Details on Garou culture, from the inner strife tearing apart the Garou nation to the seasonal rites of the thirteen tribes. With new antagonists and allies of the Garou, from urban horrors to native American monsters.

\$28.95

Who's Who Among Werewolves: Garou Saga A 112 page book full of black and white art and poetry belonging to the tradition of epic poetry, which tells about the deeds of warriors or heroes.

\$17.95

WEREWOLF NOVELS

1. When Will You Rage?

An anthology of 19 short stories, all original, detailing the lives and battles of San Francisco's werewolves.

\$9.50

2. Breath Deeply

Peter War's Glass Walker tribe is being decimated by the Snow Plague. He must travel to the Amazon to find a flower that will cure the plague. But the Pentex are busy plotting and he does not trust the Amazonian Garous.

\$9.50

3. The Silver Crown

The Silver King is dead, and of two contenders for the throne, one intends to lead the tribe over to the Wyrms. The other must find the Silver Crown to stop him.

\$9.50

4. Call to Battle

This is a RAGE card game novel. Jay Caldwell is trapped at a military school, estranged from his step-father, brutalised by his sadistic headmaster. Then he learns he is a werewolf, being secretly experimented with by a technomantic mage...

\$9.50

Werewolf: The Wild West

HORROR Like Vampire spawned a historical version, *Vampire Dark Ages*, now Werewolf has gone back to its past. By White Wolf.

WEREWOLF: THE WILD WEST RPG A hundred years ago there was a different Apocalypse. In the Old West, native Americans struggled to hold onto their traditional lands while invading foreigners thrust their way west. The pure chaos of the Wyld was impaled on the silver spike of the Weaver, and the spirit world was wracked by storms unlike any other. Garou fought Garou and death rode the swiftest horse of all. This is a complete RPG, containing everything you need to play the Garou of the Old West, whether Pure One or newcomer, human-born or wolf-born. Learn the secrets of the Bane-things that scuttle far below the ground, and dodge those hunters who know that your kind exists. This is a hardcover book. Due July.

\$45.00

Wild West Poker Deck This oversized, deluxe poker deck, is a must for any Wild West gambler. August.

\$27.00

Wair-Rae

FANTASY By the authors of the Australian Realms magazine, this is a generic RPG supplement.

WAIR-RAE This is not a complete RPG. It is a sourcebook for using with other RPG systems. This is the first Unae sourcebook and tells the story of the elves of Wair-Rae who are driven by the ambition of mad High King Caemarou to achieve the prophecy of the Ansilsee, a ten-thousand year old divine promise that the elves will inherit this world and ascend to paradise - over the dead bodies of millions of all the other races. Reveals the secrets of these elves, their history, their dominions, their faith, magic & future.

\$15.00

Waste World

SCIENCE FICTION A post nuclear holocaust has reduced the world to a wasteland, inhabited by many different types of peoples. By Manticores.

WASTE WORLD RPG A new RPG with quality artwork akin to Warhammer 40,000 and Mutant Chronicles. Waste World, thousands of years into our future, is a place of sudden brutal violence where the survivors of the holocaust which destroyed the world as we know it battle amid the endless deserts of a terribly changed world. It is a place where humanity and its successors struggle for supremacy against horrifying alien intruders. Those who survived the holocaust are genetically altered humans, mutants, self aware robots of all sizes, Stygian & Orakonian aliens, demons and Overminds, 272 pages, including 16 in color. Has lots of short stories & world background. May.

\$40.00

Wraith

HORROR White Wolf's next installment in their series of dark RPGs set in a near future - this one being Live Action Roleplay. In this one you play the role of a ghost. By White Wolf.

WRAITH RPG 2nd Ed A 292 page hardback book. Death wasn't the end. Death wasn't the answer. Death was just the beginning. So what do you do? Do you listen to the voice inside you head telling you just to let go? Or do you still fight, still love, still feel the passion that won't let you rest? Oblivion's the easy way out. Life after death is hard. Choose. You have eternity to weight the consequences. This is not a game about death. It is a game about what comes after.

\$45.00

Artificers Guildbook Spirits in the Material World. "So, kid, you thought you were hot stuff on the nets while you were alive. Ever hack anything from the inside before? Didn't think so. Well, don't worry, back then you were only

human. Now you're something else. See you on the inside!" Includes history of the guild, banishment, etc.

\$18.95

Charnel Houses of Europe: The Shoah It makes me shiver to the bone to recall what I saw of the Restless during the Second World War. There began to appear in the Shadowlands scores upon scores of wraiths, from the outer realms of Poland and Russia - whole families. They breached the Shroud naked, heads shaved, scarred and cut. And there was an abhorrence in the air when they came, a stink of burning. For over 18 years old only.

\$24.00

Dark Kingdom of Jade The Underworld of Asia. In the Middle Kingdom, ancestors are still revered and only the foolish scorn the power of the Restless Dead. Yet the Underworld is as sundered by nationalism and conflict as are the troubled Skinlands, and terrors unknown in the sheltered halls of Stygia await unwary travellers.

\$23.95

Dark Kingdom of Jade Adventures Renegades ride a ghost ship across the Sea of Japan, wreaking bloody havoc on imperial slavers. On the spectre-haunted streets of Hiroshima, a deadly race is run for the ultimate weapon in the wars of the dead.

\$23.95

Dark Reflections: Spectres They ride the winds of the Maelstroms. In the fury of the Tempest and the darkness of the Labyrinth they wait for their victims. They are the devoted servants of Oblivion, and they work its dark will as they revel in its power. Called...Spectres.

\$15.95

Guildbook: Haunters Even among the Restless Dead, there are some who are regarded as just a little...off. They make walls drip blood, time double back on itself, and the living die of fear. Due June.

\$19.00

Guildbook: Masquers Why are the Masquers feared and misunderstood? Because they can change their faces in an instant, mold fearsome weapons from the plasm of their bodies, transfigure other wraiths into tapestries...and yet, they all seem so nice.

\$18.95

Guildbook: Sandmen The Sandmen exist among dreams and bring them to sleeping minds, and also bring nightmares - which they can deliver upon the vulnerable. The Sandmen can shape dreams as they like. They can tear a sleeping soul from its body, and the anguish doesn't always end when you wake.

\$18.95

Haunts A sourcebook detailing the strongholds of the Restless, with eleven Haunts throughout the Shadowlands, including Hierarchy, Heretic, and Renegade Haunts, & rules to create new Haunts.

\$23.95

Hierarchy The Empire of the Dead...the system, the establishment, the powers that be. Since its inception, the Hierarchy has fostered an image of strength and invulnerability, power, and omniscience. These are the masks through which the Hierarchy looks out upon the Underworld.

\$18.95

Love Beyond Death Better to have loved and lost than never have loved at all. The fiery passion of love denied form knows no bounds, and for those who risk the pain of loss for the chance for a tender caress, life-in-death is endlessly bittersweet pain. In such a bleak and hopeless existence, the promise of love is one of the only beacons of hope in the face of Oblivion.

\$15.95

Midnight Express An unearthly whistle in the distant tunnel signals the arrival of the ghost train known as the Midnight Express. It has been cobbled together from many train wrecks and is the only reliable way of getting through the Tempest to virtually any destination in the Shadowlands.

\$18.95

Necropolis: Atlanta Full of wraiths who refuse to stop fighting, with 30 of the most influential Restless of the city, background on the history of Atlantis in the Shadowlands, info on the Kindred for Vampire.

\$23.95

Oblivion: For Mind's Eye Theatre Death used to be the end. Not anymore. Now *Oblivion* lets you take Mind's Eye Theatre across the shroud into the lands of the Restless Dead. With rules for wraiths, mortals and Risen, rules for interactions with mortals, vampires and garou.

\$28.95

Shadow Players Guide Every wraith has his own personal whisperer in darkness, telling him that it's a very good thing to be dead. They call this voice the Shadow, and every wraith must strive to resist its efforts to drag him down to Oblivion. This Shadow will urge the wraith to untold acts of depravity and evil until he is lost forever in the void.

\$29.00

The Face of Death A large folio book full of morbid black and white art for the new Wraith game.

\$20.95

The Quick & the Dead When the prey turns on the hunter...ever since the first dark discovery of its own mortality, humanity has been fascinated by the world of the spirit. There are those who would know more of the afterlife. These mortal pioneers of the spirit come in search of the secrets of life beyond the grave, yet knowledge is not all they seek.

\$18.95

The Risen Here's what you've been waiting for. A guide to the Walking Dead, those who dare to take their bodies back from the embrace of the coffin. Included are the powers, limitations and history of the Risen, as well as the terrible secret that each revenant carries with her.

\$18.95

The Sea of Shadow: Storytellers Guide to the Tempest The Sea of Shadow is a lake of cold fire, burning through a wraith's self delusions and setting flame to her Passions. It is a sea of souls, where Spectres tear Passions from unsuspecting wraiths.

\$18.95

Wraith Character Kit Includes a player's screen, character sheet, death certificate, & other insert items.

\$17.95

Wraith Dice Includes 10 high-quality 10 sided dice, and a dice tube.

\$12.00

Wraith Players Guide An essential reference for players and storytellers alike. By expanding the realms of the Restless Dead beyond Stygia to the mysterious Dark Kingdoms, the Wraith Players Guide opens up new possibilities for creative role playing. With all new merits, flaws, arcane powers & abilities.

\$18.95

Wraith Storyteller Screen 2nd Ed GM screen, sample Harrowings and storytelling suggestions, introductory chronicle, and additional game info.

\$18.95

WRAITH NOVELS

1. Caravan of Shadows

While alive, Joey Castelo was a fiercely competitive boxer, though with few awards. Death, however, elevates his status to the ring. And being a wraith leads him deeper into the World of Darkness.

\$9.50

2. Beyond the Shroud

Hardcover novel. David Robinson's life has taken several turns for the worse. First his daughter dies, then his marriage crumbles and his career falls apart. Then he is killed in a hit and run accident, and now he faces his most harrowing challenges as a wraith in the Shadowlands. And then he learns someone is out to destroy his wife...

\$34.95

3. Death & Damnation An anthology of stories about the society and culture of wraiths, beings who continue to exist even beyond the veil of death. 416 pages.

\$7.95

Dark Kingdoms Trilogy

1. The Ebon Mask Something truly evil is stirring. Something cunning and malign that threatens the living and dead alike. And Montrose is the only being with a prayer of stopping it.

\$9.50

COMPUTER GAMES

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ADVANCED CIVILIZATION

AH
By Avalon Hill, this is the computer version of their famous boardgame. Traces the growth of civilization from 8,000 years ago to the present. Features complete player interaction, with combat totally dependent on player actions; there is no random element; 8 players can play via online; there are three levels of AI, four variant options, dozens of different player combinations; you need to balance your degree of urbanization with the availability of rural population to prevent inflation or stagnation; technology is necessary, but do you spend resources developing new technology, or in building your civilization; and there are of course calamities, earthquakes, famine, civil war, slave revolts, floods, barbarians, plague, and conspiracies of men! **IBM Requires: 486, CD-ROM, 5mbRAM, SVGA.** **IBM - \$90.00**

AGE OF RIFLES 1846-1905

SSI
This is SSI's Wargame Construction Set III. This is a stunning looking game set in a time when the rifle dominates the battlefield. Puts you in command of troops from around the world, fighting the endless battles that raged between 1846 and 1905. Much more than a Civil War game, this game includes battles of Europe, Asia, and South America. You can create your own scenarios. There are over 1,000 uniform combinations, 80 weapons, 28 nationalities. Gunshot, explosion and fire animations bring the battlefield to life. Can be played single player, two player, and via e-mail. Includes 8 campaigns and a staggering 62 scenarios, including US Civil War, Franco-Prussian War, Mexican-American War, Russo-Japanese War, Soldier Queen. **IBM Requires: CD-ROM, 486/66, hard disk, 8mbRAM.** **\$50.00**

AGE OF RIFLES CAMPAIGN DISK Three campaigns and 30 scenarios for *Age of Rifles*. Includes 7 battles from the British Colonial Indian Mutiny, the Wars of Italian Unification, and General Hood's Army of Tennessee goes on the offensive to divert the Union from invading Georgia in 1864. **\$40.00**

AGE OF SAIL 1775-1820

TalonSoft
Delivers an excellent blend of exciting real time 3D perspective naval combat with the pageantry and grandeur of beautifully rendered sailing vessels from the Tall Ships era. Take command of the greatest sailing ships of history, including the Victory, Constellation, Guerriere, Bonhomme Richard, Vengeance, Saratoga, etc. With a complete campaign game as Britain, Spain, France or USA. A complete scenario editor lets you create instant naval combat to your specifications. You can play head to head via modem or versus the computer. **IBM Requires: 486/66, 8mbRAM, Windows 3.1+, SVGA.** **\$90.00**

AIDE DE CAMP

HPS
At last! We have been asked hundreds of times to get in this wargame design kit. Any and all hex-based wargames can be entered and played on your personal computer using this wargames assistant program. You create the unit symbols and terrain graphics, including the colors you want, you make and edit the map, you determine how combat and movement operates. With three zoom levels, up to 30,000 hexes per map, saved game options, hex numbering, combat and movement replays so you can play by mail, the game rolls the dice for you, etc. You can edit the game at any time, placing the units where you want them. Note: you must own the boardgame you are recreating, because this game has only simple movement and combat - with special combat or movement results, you will need to consult the boardgame rules and tell this game what to do. Please note: this product is quite complicated to use. **IBM Requires: VGA, 3.5" FDD, hard disk, 386+.** **\$99.00**

American Civil War: From Sumter to Appomattox **Int**
With two CDs. The first has a 175,000 word narrative text plus maps, color photos and biographies of famous leaders. Also exciting video clips of battle reenactments. CD2 has the strategic game, where you play the entire Civil War from the opening guns at Sumter to the final surrender in Appomattox, or enter the war in 1862 or 1863. Recruit and organize your own divisions, and assign generals to command them. Can be played with various political and military victory options, so you can face entirely different strategic, economic and political challenges each time you play. **IBM Requires: 486/33, Win 3.1+, 8mbRAM, SVGA, hard disk, CD-ROM.** **\$80.00**

BATTLEGROUND: ANTIETAM

Talon
September 17, 1862, Sharpsburg, MD. A spectacularly rendered 3-D panoramic battlefield highlights this struggle, the bloodiest single day in American history. Provides many historical and "what if" scenarios detailing the momentous struggle along the banks of Antietam Creek. Lavish attention to detail, gorgeous 3-D graphics and full range of cinematic extravaganzas make this an exciting and true multimedia entertainment. Command some or all of your army. Also includes the Battle of South Mountain. **IBM Requires: 486/33, Win 3.1+, CD-ROM, 8mbRAM, hard disk.** **\$90.00**

BATTLEGROUND: GETTYSBURG

EMP
This is the 2nd title in Empire's magnificent "Battleview" series of wargames, which features a stunning new 3D approach to the battle, with 3D terrain showing of forests, hills, valleys, streams, and 3D units of infantry, cavalry and artillery, each based upon a small movement stand. This game covers the two days of April 6 and 7, 1862 when the Confederate Army under Albert Sidney Johnston launched a bold surprise attack on US Grant's Union Army. Multiple scenarios include The Surprise Attack, Hornet's Nest, and Pittsburg Landing. Features variable Command Control - the computer can control those parts of your army you don't want to command. **IBM Requires: Windows 3.1+, 386/33+, CD-ROM, 4mbRAM, SVGA, hard disk.** **\$90.00**

BATTLEGROUND: SHILOH

Talon Soft
The fourth game in this magnificent series of "Battleview" wargames, which features a stunning new 3D approach to the battle, with 3D terrain showing of forests, hills, valleys, streams, and 3D units of infantry, cavalry and artillery, each based upon a small movement stand. This game covers the two days of April 6 and 7, 1862 when the Confederate Army under Albert Sidney Johnston launched a bold surprise attack on US Grant's Union Army. Multiple scenarios include The Surprise Attack, Hornet's Nest, and Pittsburg Landing. Features variable Command Control - the computer can control those parts of your army you don't want to command. **IBM Requires: Windows 3.1+, 386/33+, CD-ROM, 4mbRAM, SVGA, hard disk.** **\$90.00**

BATTLEGROUND: WATERLOO

EMP
This is the most stunning and magnificent presentation of the Battle of Waterloo I have ever seen. The game features a stunning new 3D approach to the battle, with 3D terrain showing woods, buildings, hills, valleys, streams, and 3D units of cavalry, infantry and artillery, in this case, arrayed in formation (not on movement stands). You can be Napoleon or Wellington and Blücher, and you can control all of your army or ask the computer to control your troops. You should see the French army in the process of attacking Hougoumont, with skirmishers advancing through woods, defenders behind the walls, artillery being brought up. **IBM Requires: Win 3.1+, 486/33+, CD-ROM, hard disk, 5mbRAM.** **\$90.00**

BATTLES OF THE WORLD

Compton
This is not a game. This is a library on disk. Relive the ancient Egyptian battle historians consider the mother of all battles, Qadesh, 1275 BC. Discover how the Japanese samurai defended their once isolated island against the Mongols. Or investigate Gulf War technologies which could profoundly alter the course of warfare in the next millennium. Ten of the world's pivotal battles come to life through video, histories, footage, strategic decisions, photos, 3D animated color maps, and even period music. Also covers Guaguanica 331 BC, Alesia 52 BC, Agincourt 1415 AD, Austerlitz 1805 AD, Stalingrad 1942 AD, the Gulf War, etc. **IBM Requires: 486/33, 8mbRAM, SVGA, hard disk, Windows.** **\$68.00**

CAESAR II

IMP
As governor of a province of the Roman Empire you must build cities and rule wisely. Fortify your creations, keep the plebs happy with bread and entertainment and watch your defenses carefully. Should they fail, you can lead your legions to crush the hostile barbarians. Success will lead to promotion, and your cities will expand to fill your province. Govern well and rise to become Caesar! In the league of Civilization, including city building in the first century AD, more than 20 types of buildings to construct, fight barbarians in simple combat, or link the game with COHORT II, a sophisticated economic model, etc. **IBM Requires 386+, 1mbRAM, VGA, hard disk, CD-ROM** **IBM - \$60.00**
Caesar II Hint Book **\$40.00**

CIVILIZATION

Microprose
Still a great game - I was even playing it yesterday. This is the classic game of leading your chosen ancient civilization through the corridors of time, from 4000BC to 2100 AD. You develop cities and technology, trying to build a nation that will stand the test of time. You must build armies to defend, and explore the world. **IBM requires: 486/25, CD-ROM, 4mbRAM.** **Special - \$30.00**
Civilization Hint Book **\$40.00**

CIVILIZATION II

MIC
This will certainly be the hit of the year. This game of building a civilization and guiding it through 6,000 years of history has just been rewritten as a second edition. Features stunning new 3D graphics for world detail, and 3D cities in full play mode. There are heaps of new town types, new weapons such as elephants, archers, stealth fighters and bombers, AEGIS cruisers; there are more technologies to develop; diplomacy is expanded and improved; there is a new map editor, full motion video of Wonders of the World; and there are now pre-set scenarios that let you develop and create situations already developed, such as Ancient Rome, or a nation in WW2. **IBM Requires: 486DX/33+, Windows 3.1+, 8mbRAM, SVGA, CD-ROM, mouse, hard disk.** **\$80.00**
Civilization II Official Strategy Guide CIV II hint book. **\$40.00**
Civilization II Scenario 12: Nuclear War Includes scenarios including after a nuclear war and nuclear apocalypse, alien invasion, the American Civil War, etc. **\$30.00**

Civilization II Collector's Edition The complete Civilization game, plus the 400 page Official Strategy Guide, plus *Conflicts in Civilization*, which has twenty new scenarios. **Requires as above.** **\$100.00**
Evolution: The Dawn of Humanity 100 new maps and scenarios for Civilization II. What if Napoleon won at Waterloo? What if Germany won WWI? Do you want to see the Middle East as the new Super Power? What will Earth be like in the year 3057? **Requires as above.** **\$40.00**

CIVNET

MIC
Sid Meier's Civilization computer game won Overall Game of the Year and Best Entertainment Program. This version permits solo play or you can play head to head via null-modem, modem, on one computer, or on the Internet. Compete against up to seven players. The modern and Internet features let you access millions of gamers worldwide. Now you can play in turn based or simultaneous play mode. Features a Chat feature to talk to other gamers, a new streamlined Windows interface (so you can have several windows open at once), you can customize your King character, and the same original game of Civilization plus a map editor. I personally think that playing this game with one or more human opponents makes it one of the best computer games ever. **IBM Requires: Windows 3.1 or '95, 8mbRAM, SVGA, CD-ROM, 18mb Hard Disk space, 14.4 baud modem, 486/66.** **IBM - \$50.00**
CivNet Hintbook **\$30.00**

COLONIZATION

MIC
Colonization from Sid Meier, who brought us *Civilization*. A story of discovery, exploration and territorial independence. Play the colonist, conquistador and diplomat facing the challenges and frustrations of building a new independent nation. Choose the European power you want to represent from France, Spain, Holland, or Britain, and use the wealth of the land to build up your population. Use skill and force to outwit rivals. Use trade alliances to forge friends and create new industries - all the while trying to hold back the possibility of revolt. With great graphics in the style of *Civilization*. **IBM requires: hard disk, 3.5" FDD, VGA, mouse, VGA.** **IBM - \$50.00**
Colonization Hint Book **\$40.00**

CONQUEST OF THE NEW WORLD

CIN
This is the best game I have seen for the discovery and colonization of America. A single or multiplayer game where you are in control of explorers, settlers and mercenary soldiers, to build new colonies and protect them. As you search for new rivers and mountains, you'll come across other colonies and encounter friendly and hostile tribes of Indians. Only through a perfect balance of diplomacy, exploration, trade and warfare can you build the ultimate nation, declare independence, and experience the true power of conquest. Stunning graphics, and includes a tactical wargame like a miniature's game to resolve battles. **IBM Requires: 486/66, 8mbRAM, SVGA, CD-ROM, Hard disk.** **\$80.00**

CUSTERS LAST COMMAND

HPS
An older title in a plain box, but being the only recreation of the Battle of the Little Bighorn. You can play either Custer or the Sioux-Cheyenne Set at platoon level, 5 minute turns, with variations such as Gatlin' Guns, 2nd Cavalry as reinforcements, variable Indian village sizes, Indian readiness, etc. **IBM Requires: VGA, 3.5" FDD, hard disk, 386.** **\$50.00**

DEFEND THE ALAMO

HPS
An older title sold in a zip lock bag. It is an historically accurate simulation, with "what-if" scenarios, the Alamo history, and is quite detailed in terms of establishing good fire lines. You can win as the Texans, but it depends on if you can hold out long enough waiting for reinforcements. **IBM Requires: 3.5" FDD, VGA, 386.** **\$37.00**

DESTINY

INT
A Civilization style game. From the Stone Age to the Space Age. From the discovery of the wheel to the discovery of the integrated circuit. But this game gives more options. Play from 2D maps or 3D worlds to command your forces, ships, armies, ships, etc. You don't have to start can the Stone Age or the campaign. You can have military or scientific victory options. You can have real time or turn based play. You build your cities over time while making strategic discoveries. The computer can resolve your battles, or you can do it yourself. Stunning graphics. **IBM Requires: Win 95, CD-ROM, 486/66, 8mbRAM, SVGA, hard disk.** **\$75.00**

FLYING CORPS

Empire
Find out how it feels to fly and fight with the thrilling foremeners of modern fighter planes, and experience the gritty realism of airborne combat in WWII. Forget the luxury and equipment. In 1917, aerial combat was intimate, and the tools of the trade limited to a machine gun, nerves of steel, sharp wits and reflexes, and chance. This WWI fighter features meticulous modeling, historical accuracy, breathtaking landscapes, and realistic handling. Fly the Sopwith Camel, Nieuport Scout, Spad XIII, Albatross DIII and Fokker DRI Triplane. Believable computer controlled pilots with AI that learns and improves. **IBM Requires: Pentium 90, 16mbRAM.** **\$90.00**

HIGH SEAS TRADER

IMP
Are you ready to take the helm of your own ship as a 17th century horizon slides into view? This completely new look in strategy gaming using a 3-D perspective (no more little ships on flat maps!) puts you right up on deck while you outrun pirates and create trade routes to riches. Features a variety of goods to trade and passengers to carry. You command a crew of soldiers, sailors and apprentices, you defend against pirates & enemy man of wars. You can buy & enhance ships from several different types. You engage enemy ships in realistic sea combat, & you can even board & pillage foardship pirate ships. Graphics are great, with the 3-D approach, you feel like you are actually there. **IBM Requires: 386+, 4 mbRAM, VGA, CD-ROM, Microsoft Compatible Mouse.** **IBM - \$50.00**

KINGMAKER

AH
Avalon Hill's famous boardgame is now available as a solitaire computer game, with high quality digitized graphics, digitized speech, icon-based interface, infinite replayability and adjustable difficulty levels. The game is set in England during the War of the Roses in the 1400s, a realm ravaged by intrigue and anarchy, as different houses and families supported various contenders for the throne. You support for one of the claimants to the throne, and then do all you can to get him on the throne. Includes family trees, tactical battles to fight that have the feel of a miniatures game; a strategic map on which to maneuver your armies and gather taxes, etc. **IBM requires: mouse, VGA, hard disk, 3.5" FDD, MS-DOS 5.0**

or higher.

IBM - \$90.00

LORDS OF THE REALM II

Sierra
A stunning and breath taking game of medieval English warfare. The throne of England sits empty. As one of five nobles you manage crops, build weapons, construct a castle, and raise an army to conquer neighboring realms before they conquer you. Prepare to fight your way to the throne in the battle of your life. You or the computer can share tasks such as planning, raising armies, building weapons, collecting taxes, trading with merchants. You can concentrate on commanding real-time battles and sieges. There are numerous realms, four computer rivals, and virtually endless variables making for unexcelled depth of play and replayability. Up to four players can enter the savage battle for the throne. Your armies and castles can employ archers, halberdiers, knights, catapults, boiling cauldrons of oil, etc. Castles can be stone or wood, etc. **IBM Requires: 486/66, 8mbRAM, hard disk, CD-ROM, SVGA.** **\$90.00**
Lords of the Realm II Official Strategy Guide **\$30.00**

MACHIAVELLI

MIC
Machiavelli stunned the world with his brutal analysis of power politics in government and religion. Now you can use those same devious strategies to conquer your rivals in this addictive simulation of 14th Century political life. You'll trade goods with over 40 cities, you can manipulate political and religious institutions through bribery, slander, and assassination. You'll field mercenary armies capable of crushing your enemy on medieval battlefields. Compete against computer opponents or up to 3 humans via modem. Winning is a matter of strength, shrewdness and clever deception. **IBM Requires: 386+, 4mbRAM, SVGA, CDROM, hard disk.** **Special - \$20.00**
Machiavelli Hint Book **\$30.00**

Monty Python & The Quest for the Holy Grail 7thLevel

You must be seventeen years or older to buy this game, as it contains gore and nature adult subject matter. Collect clues and solve puzzles as you join King Arthur and his band of knights on their quest for the Holy Grail. It's extremely very funny, it also includes an exciting never before filmed scene from the original script. Full of Monty Python's twisted and warped humor. **IBM Requires: 486/33, 8mbRAM, CD-ROM, hard disk, SVGA, Windows 3.1+.** **\$90.00**

RISK

Hasbro
The all-time favorite board game has now become a computer game. Set in 1812 where you as a general such as Napoleon lead a giant force of battle hardened men as you begin your campaign by seizing territories, reinforcing battalions, and double crossing your allies and enemies. Features 2 CDs so that you can play via modem or serial link. Explore alternative history with a fictional battle for Washington. Crisp, exquisitely detailed graphics, rich period music, and even quality re-enactment film footage combine to bring the Civil War experience like never before seen. The game play is excellent, giving you a 3D view of the battlefield, which looks very much like a miniatures' game. **IBM Requires: CD-ROM, Windows, 486/33, 8mbRAM, hard disk, SVGA.** **IBM - \$70.00**

Robert E. Lee: Civil War General

Sierra
Honorable in victory and gracious in defeat, Robert E. Lee, leader of the Confederate Army, commands universal respect. Now you can fight Lee's war years in a campaign spanning six of his most critical battles. Frighten Lee of the history books as either North or South; you can even play head to head via modem or serial link. Explore alternative history with a fictional battle for Washington. Crisp, exquisitely detailed graphics, rich period music, and even quality re-enactment film footage combine to bring the Civil War experience like never before seen. The game play is excellent, giving you a 3D view of the battlefield, which looks very much like a miniatures' game. **IBM Requires: CD-ROM, Windows, 486/33, 8mbRAM, hard disk, SVGA.** **IBM - \$70.00**

Romance of the Three Kingdoms IV

Koei
It's the Second Han Dynasty and China is on the verge of collapse. Lighthearted among the court families and the emergence of powerful warlords dominates the landscape. The struggle for power has brought an era known as the Three Kingdoms, complete with constant warfare among China's most courageous and skillful heroes. As governor, you must rule with a strong hand. Scale castle walls to infiltrate enemy positions, secret consultations bring valued information. **IBM Requires: Win 3.1+, 386/33+, 8mbRAM, hard disk, SVGA, CD-ROM.** **\$80.00**

SPQR The Empire's Darkest Hour

GT
Delivers a visual and intellectual gaming experience unlike anything before. A fascinating 3D adventure. SPQR challenges you to learn how the Roman Empire works, structurally, mechanically, economically, culturally, and politically. Given one year to investigate five equally complex scenarios, you must solve the ultimate mystery: who is plotting to destroy Rome and how will they do it? Explore the streets and temples and secret labyrinths of the Roman Forum. Face mind-bending puzzles. The story has multiple endings, twists, cliffhangers. **IBM Requires: 486/66+, 8mbRAM, CD-ROM, SVGA, Win 3.1+.** **\$90.00**

The Rise & Rule of Ancient Empires

SIE
Seize power and glory as the leader of one of six ancient empires, each with a unique legacy of culture, art, scientific and military achievement. Egypt, Greece, Mesopotamia-Persia, Northern Europe, China or India. Explore your surroundings and expand your borders. Construct cities in the spectacularly rendered architectural style of each culture. Control your empire's military and domestic production and conquer neighboring cities. Build your empire via modem or serial link. Random world generator. With stunning graphics of the cities you build, palaces, temples, and exploration. **IBM Requires: 486/33+, Win 3.1+, 8mbRAM, CD, SVGA.** **\$90.00**

The Road From Sumter to Appomattox

HPS
This game is reputed to be one of the best ever and most detailed wargames simulating the American Civil War. Its June 25, 1861. "The first shots of the Civil War have been fired...Fort Sumter has fallen. Volunteers on both sides rush to the colors. Across the Union the cry is heard...On Richmond! This game covers the entire Civil War from the opening guns of Bull Run to the final surrender of the army of Northern Virginia. Includes 125 historical leaders, all individually rated, brigades, corps and divisions of infantry, cavalry, artillery; weekly historical news of resolving combat, and a 3D reconstruction of the tactical combat system, a quick combat resolution, or the option to resolve the battle using miniatures; detailed supply and production; a full naval system, and a scenario editor. **IBM Requires: 386, SVGA, 3mbRAM, 3.5" FDD.** **\$55.00**

THE SETTLERS II

BLUE
An extremely cute and addictive little game. You lead a group of settlers in medieval times to a new land. You must off scout to explore, and build settlements for your people. You must build many different types of buildings for the various jobs required, as well as producing a range of stores and consumables. Your tasks include mining, farming, hunting, fishing, building military units to protect your kingdom against enemies, trade with other lands and peoples, etc. Up to six computer opponents. **IBM Requires: 486/66, 8mbRAM, hard disk, SVGA, CD-ROM.** **\$80.00**
SETTLERS II MISSION CD-ROM New missions. The missions you require you to emulate your forefathers of the mighty Roman Empire. Build your own kingdom, lead your armies into battle and conquer the world. Use the new easy to use map editor to create your own worlds for the first time. **\$40.00**

THE WAR COLLEGE

ID1
Universal Military Simulator No. 3. The most sophisticated and most successful military battle simulator, brought to you by the award winning authors of *The Universal Military Simulator 1 and II*, this 3rd Ed presents solid modelled 3D battlefields, units, and unit frontages. There are hundreds of pages of on-line interactive history and biographical documentation. The game comes with four battles: Pharsalus with Caesar leading the legions of Rome; Austerlitz with Napoleon; Antietam with Lee; and the World War One battle of Tannenberg. You can change any of the dozens of variables in the game and use it to resolve combat. **IBM Requires: 486/33, CD-ROM, 2mbRAM, hard disk.** **\$55.00**

TITANIC Adventure Out of Time

GTE
Intrigue and adventure await you onboard the Titanic, the most famous ocean liner in history. As a British secret agent on a vital mission, it's up to you to change the course of history as you explore the world's most luxurious ocean vessel in all of its original splendor. Navigate the amazing 3D reconstruction of this doomed ocean liner and rub elbows with high society from the turn of the century, all while gathering clues and solving challenging puzzles. Then, on the night of April 14, 1912, plunge into a race against time that will determine not only your own survival, but the fate of the world. With an easy to navigate, fully explorable 3D environment, fluid 360 degree real-time movement, interactive characters that remember you, etc. **IBM Requires: Win 95, 486/66, 8mbRAM, SVGA, CD-ROM, hard disk.** **\$80.00**

TWENTY WARGAME CLASSICS

SSI SSG IMP
This is the bargain of the year. Twenty of the wargames of SSI, SSG and Impressions are in one box! The retail value is around \$1,300! The games from Impressions are: *D-Day The Beginning of the End*, *Conquest of Japan*, *Global Domination*, *When Two Worlds War*. From SSG are *Descriptive Battles of the American Civil War*, *Scenarios 1, 2, & 3* and *Scenarios 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100*. From SSI are *Battles of Napoleon*, *Carrier Strike*, *Western Front*, *Sword of Aragon* (still one of the best medieval fantasy wargames), *Pacific War*, *War in Russia*, *Wargame Construction Set II: Tanks*, *Clash of Steel*, *Conquest of the East*, *Conflict Korea*, and *Panzer General*. **IBM Requires: CD-ROM, 386+, 2mbRAM, hard disk with 60mb Free, VGA, mouse.** **\$60.00**

DEFINITIVE WARGAME COLLECTION 2 SSI etc
This huge four CD set has everything a wargamer could want - a dozen hard to find historical and hypothetical wargame classics, being *Harpoon II*, *With Battle*, *2 & 3*, *V for Victory*, *Utah Beach*, *V for Victory*, *Market Garden*, *Ghengis Khan II*, *Romance of Three Kingdoms*, *Operation Europe*, *Path to Victory*, *Steel Panthers*, *Panzer General*, *Construction II*, *Tanks*, *Clash of Steel*, *High Command* and *Command HQ*. IBM Requires: 486/33+, CD-ROM, 800MB, hard disk, SVGA. \$60.00

VERSAILLES 1685 Cryo
A game of intrigue at the Court of Louis XIV. Louis XIV rules the Kingdom of France from a magnificent palace called Versailles. But something is not right. Someone wants to destroy Versailles and you must stop him. Explore every corner of the palace, find the clues and unlock the mysteries of the Court, as you strive to save the palace by sundown. From the fascinating men and women you will meet, to the rooms and artworks you will marvel at, this game will let you see, hear and interact with a world you thought was lost forever. Over 30 characters modelled from period portraits, secret rooms in the palace, 25 hours of gameplay. IBM Requires: 486/66, 800MB, CD-ROM, hard disk, SVGA. \$70.00

WOODEN SHIPS & IRON MEN AH
This is so stunning it took my breath away. Ship to ship combat features beautiful SVGA wooden sailing ships (over 130 different ships from 1775-1815) sailing in formation with billowing sails, with zoom in and out, and for boarding actions and checking the condition of the ships is a stunning deck view showing cannons and crews in action. There are 18 historical ship to ship and fleet combat, a campaign game, and you can design your own scenarios. You can play solitaire against the computer, hot-seated with a friend on the same computer, or via E-mail. IBM Requires: 486/66, 800MB, SVGA, hard disk, CD-ROM. \$90.00

ZEPPELIN Microprose
Another classic. Build your own airship empire. Takes you through this Golden Age, from the early pioneer days to the final demise of the last great airships. Develop new technology, negotiate supply contracts, set up trade routes, etc. IBM Requires: CD-ROM, 486/33+, VGA. Special - \$30.00

World War

1942 The Pacific Air War Microprose
A classic. A flight sim of the air war in the Pacific in 1942. Fly historically accurate aircraft under either the US or Japanese flags, each with authentic cockpit and flight characteristics. Fly over the Philippines Islands and the jungles of New Guinea. 300 single player missions, 200 head-to-head missions. IBM Requires: CD-ROM, 486/33+, VGA. Special - \$30.00

1944 Across the Rhine Microprose
A classic. Featuring armored combat from D-Day to the end of the war in Europe. Aces Over Europe (WW2 dogfighting), Aces of the Pacific (WW2 dogfighting), Red Baron (WW1 dogfighting), A-10 Tank Killer (modern ground attack), and The Aviation Pioneer, a historical tour of aviation history from 1903 - 1939. IBM Requires: Win 3.1+, CD-ROM, 486/25, 486/33+, VGA. Special - \$30.00

ACES The Complete Collector's Edition SIE
Four of Sierra's most successful flight simulators, all in one package. Includes Aces Over Europe (WW2 dogfighting), Aces of the Pacific (WW2 dogfighting), Red Baron (WW1 dogfighting), A-10 Tank Killer (modern ground attack), and The Aviation Pioneer, a historical tour of aviation history from 1903 - 1939. IBM Requires: Win 3.1+, CD-ROM, 486/25, 486/33+, VGA. Special - \$60.00

ALLIED GENERAL SSI
The sequel to *Panzer General*, now you become an Allied General. Success depends on your effectiveness as a leader. Play three campaigns as either an American, British or Soviet General against the German army. Or choose from over 35 scenarios that let you play as either the Allied or Axis side. And several what-if scenarios include Churchill's never-realized invasion of Norway. Operation Jupiter. Watch your forces improve with each victory. Use new troops such as Finnish Ski Troops. Units include anti-aircraft, air-defense, anti-tank, artillery, tanks, infantry, recon, tanks, trucks, aircraft, naval. In each class there are a variety of skill levels, experience, and technology. There are many different types of tanks, such as Panthers, Tigers, Weispe, Tiger II, etc. IBM Requires: 486/66, 800MB, SVGA, CD-ROM, Windows. IBM - \$50.00

BATTLEGROUND: ARDENNES EMP
This looks absolutely fantastic, as it introduces a whole new visual approach to computer wargaming - "Battleview", a stunning new 3D approach to the battle, with 3D terrain showing forests, hills, valleys, and 3D units of tanks, infantry and guns, each based on small movement units. With this game you relive the Battle of the Bulge. Each "hex" is 250 meters, you use a simple point and click interface, you can play against the computer or a human, there are heaps of historical scenarios, there is a full feature scenario editor, and extensive combat sound & video clips. IBM Requires: Windows 3.1 or 95, 386DX/33+, SVGA, 2X CD-ROM, hard disk. \$90.00

CLOSE COMBAT Microsoft
Advanced Squad Leader for your computer! This is a grand tactical game of WW2 combat, with individual tanks, guns, and squads of men. You command soldiers who react realistically to the situation they're in. They are dynamically affected by their ability, strength, stamina and mental condition. Great graphics, animation, and sound effects make the battlefield come alive as you command either the Americans or Germans. With WW2 archival film footage and still photos. As you battle over a landscape, it will become pitted with shell craters, buildings will become wrecked, etc. Very detailed. For American and German forces it includes pistols, rifles, carbines, SMGs, machine guns, Panzerfausts, Panzerschrecks, Bazookas, land grenades, several types of mortars and AT guns, infantry guns, and tanks include M5A1, Pz III L, 75mm Sherman, Pz IVH, 76.2mm Sherman, Panther, Tiger I, StuG III, and StuG III. Marder III, M10, M36, Jagdpanther, armored halftracks, jeeps, etc. There are several dozen types of terrain. Looks superb. IBM Requires: Pentium, CD-ROM, 800MB, Windows 95, SVGA. \$59.00
Close Combat Hint Book \$30.00

COMMAND: ACES OF THE DEEP SIE
As a U-Boat commander, stalk the occupied quadrants of the North Atlantic within the cramped confines of the "gray wolf". Slice through icy-cold waters, quietly pursuing the enemy, waiting for the right moment to strike. Crash-diver to avoid retaliatory attacks by enemy escort ships and anti-submarine aircraft fire. Operate under silent running, eluding detection by underwater sound-pulse devices in a tense game of cat and mouse. With spectacular hi-res graphics, and a rapid fire deck gun used like arcade action! IBM Requires: Windows '95, CD-ROM, 486/66, 12mb RAM, SVGA, hard disk. \$40.00

D-DAY AMERICA INVADES AH
By Avalon Hill and the staff who designed the 360 V for Victory series, in this wargame you test your skills as a WW2 general in a historically realistic game. There are seven scenarios going from the invasion of France in June 1944 to the collapse of Nazi Germany, including SS Counterattack, Saint-Lô, Utah Beach, Omaha Beach, and the Campaign Game of all scenarios together. With a large full color map, quick start instructions, and historical photos and illustrations. With limited intelligence and fog of war. For one or more players. IBM Requires: 386, 4MB RAM, SVGA, CD-ROM. IBM - \$90.00

EMPIRE II NEW
Empire Deluxe was a game of world conquest and domination. With the focus on the entire world, the entire world, this game is quickly spreading out, exploring and gaining control of all. *Empire II* is different - it is best described as being Grand Tactical - your objective is to win the battle, not the war. The game is based on pre-defined scenarios, but a Game Editor allows you to create your own scenarios and modify those provided. Features a wide range of war technology, infinite combat detail, sequential and parallel play, and supports modern and network support. IBM Requires: 386+, CD-ROM, 4MB RAM, SVGA, hard disk. \$60.00
EMPIRE II Windows '95 Requires as above + Windows '95. \$80.00

FLYING FORTRESS Sega
A re-released classic. In the Spring of 1942 the United States 8th Air Force landed in Britain. Its task to mount the air offensive in German occupied Europe, striking in the daylight, from high altitude, at precise, strategic targets. The heavy bomber chosen to perform this task was the B-17. Learn to fly this huge four engine bomber in squadron formation. Complete 25 missions. Manage eight gun positions. Drop bombs. IBM Requires: 386, 4MB RAM, VGA, CD. \$30.00

GREAT NAVAL BATTLES The Final Fury SSI
A big boxed set containing all FOUR Great Naval Battles, a magnificent World War II naval combat simulator. With stunning graphics you command single ships up to whole fleets and even an entire country's navy. GNB I features battles in the North Atlantic from 1939-43; GNB II features the war in the Pacific

between the Japanese and the Allies and US from 1942-43 during the battles for Guadalcanal; GNB III features the whole war in the Pacific from 1941-44; and GNB IV, which features not only the Atlantic, but also the Mediterranean and Baltic seas. So we see featured all the main Pacific fleets, such as the Dunkerque, and the Italian naval, and the Russian navy. IBM Requires: 386/66, 800MB RAM, hard disk, CD-ROM, SVGA. \$50.00

OPERATION CRUSADER AH
Although this game is produced by Avalon Hill, it has been designed by the people who brought us the V FOR VICTORY series, and also the quality is extremely high, with stunning graphics for color Macintosh. It is set in November 1941 on the Libyan Egyptian border, between Rommel's Afrika Corps and the British 8th Army. It has five scenarios and a campaign, and features a full color map of South Africa to play over, multi-national forces, armored overruns, four types of assaults and artillery missions, limited intelligence and fog of war, a stronger AI, etc. Requires: IBM Requires: CD, hard disk, mouse, SVGA, 4mb RAM, 386+. \$90.00

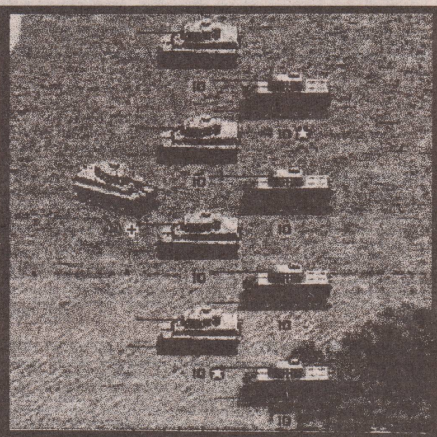
OVER THE REICH Avalon Hill
You command an Allied or German squadron of 16 fighters over WW2 Germany, 1943-45, in this strategy and role playing game. Choose the aircraft, select the pilots and armaments, plot the missions and fight your way to final victory. How long can your squadron survive in the skies? You can fight single battles, plan and fly a mission, or serve a complete tour of duty. With 19 aircraft types, unique pilots, variety of missions. Can be played two player via e-mail, network, or on the same computer. IBM Requires: 486/66, 800MB RAM, CD-ROM, Windows 3.1+. Due Jan. \$90.00

PACIFIC GENERAL SSI
The final edition in this series. Featuring Japanese and Allied campaigns, includes naval and island-hopping battles, night scenarios, a Battle of Iwo Jima, etc. More details later. IBM Requires: Pentium 90+, 16megRAM, 2x CD-ROM, Win '95, 1mb SVGA, hard disk. Due May. \$50.00

PANTHERS IN THE SHADOWS HPS
Re-creates World War Two combat on the Western Front from 1939-45, including North Africa and Europe, set on a platform/section scale. With 1 minute turn over 1,500 weapons systems and 500 different guns, authentic round penetrations based on muzzle velocity, size, mass, density, target's armor thickness at location hit, and angle of armor. Also all the major round types such as AP, APC, APDS, HE, HEAT, APHE, etc. There's no point trying to defeat the "game-system", because the game recreates history faithfully - only real-life tactics will succeed. 5 historical scenarios plus complete scenario editor. IBM Requires: VGA, hard disk, 3.5" FDD. \$85.00
Panthers in the Shadows Map Builder Add-on Disk \$15.00
Panthers in the Shadows Campaign Disk #1 \$15.00
Panthers in the Shadows Campaign Disk #2 \$15.00
Panthers in the Shadows Campaign Disk #3 \$15.00

PANZER GENERAL SSI
As a strategy game, Panzer General will challenge your mind and stimulate your senses. Graphics are stunning SVGA coupled with actual WW2 photos and film footage, along with music and dynamic sound effects. The game starts in 1939 with you as a German general in Poland. If you win, you can advance to the next front, still commanding your newly experienced troops. Continue to lead well and those inexperienced units from Poland could turn into an overwhelming force plowing through Norway, Belgium, France, North Africa, and the Eastern Front. And you can also invade England, and the USA in 1945. As well as this progressive campaign game, there are 35 scenarios which can be played Allied or Axis. There are 350 unit types, including many types of tanks, guns, infantry, aircraft, etc. IBM Requires: CD-ROM, 4mb RAM, SVGA, hard disk, mouse, 386DX/33+. MAC/Win/95/DOS - \$50.00 PlayStation - \$80.00
Panzer General Official Strategy Guide 360 page book. \$40.00

PANZER GENERAL II SSI
This game has all of our staff wishing it was July already. Features the most stunning SVGA graphics of tanks we've seen. They look like photos of GHQ or CMC 1/285" scale metal miniatures. This totally new version of *Panzer General* allows you play 4 linked campaigns. The Battle Editor lets you edit the included scenarios as you see fit. You can play some campaigns from the Allies side. If you like WW2 tank warfare, you've got to try this. IBM Requires: Pentium 90+, 16mb RAM, 1mb SVGA, hard disk, CD-ROM. Due July. \$50.00



P.T.O.II Pacific Theater of Operations Koei
Two opponents, two strategies. The year is 1941 and the scene is the Pacific. Japanese Zeros appear on the horizon, marking the beginning of WWII. Play one of three major campaigns or seven short scenarios. Set your own victory conditions and difficulty levels in 20 areas. Select from 120 warships, 60 fighters and bombers, 20 submarines, and 10 categories of tanks. Command forces from 70 strategic bases around the globe. For one or two players. Access biographies on WWII's most legendary heroes. IBM Requires: 386+, Win 3.1+, CD-ROM, hard disk, SVGA, 6mb RAM. \$85.00

SILENT HUNTER SSI
A feature packed WW2 submarine simulator. As commander of an American submarine in the South Pacific, your task is to sink as much enemy tonnage as possible. Choose from a variety of American submarines and prowls the waters. Steal into enemy harbors, embark on Special Operations missions. Authentic WW2 film footage, cinematics and narration throughout. Play individual missions or an entire campaign. Enjoy a first person view of ships and a eagle eye view of tactical situation maps. IBM Requires: CD-ROM, 4MB RAM, hard disk, mouse, SVGA. IBM - \$50.00
Silent Hunter Hint Book \$30.00

Patrol Disk With two new patrol zones and fifteen new scenarios: Malaysia including Singapore; and Sulu Sea including the southwestern edge of the Philippine Islands and northern Borneo. Requires as above. \$40.00

Patrol Disk #2 With two new patrol zones and new scenarios. May. \$40.00

STALINGRAD AH
Avalon Hill's popular wargame is now converted into a computer game. Set in 1942, after five months of German advances on Stalingrad and the oil fields of the Caucasus, the German army has settled in for a bitter winter on the Russian steppes, with their Romanian, Italian, and Croatian allies to bolster their flanks. But the Red Army has other plans. Stalin, having pulled reserves from every front and military district in the Soviet Union, is about to hand Hitler his first major defeat. This game, featuring stunning graphics, allows you to play the computer as a human opponent, and you can play Axis or Soviet. IBM Requires: 8 mb RAM, 386+, VESA SVGA, hard disk, CD-ROM or 3.5" FDD. \$90.00

STEEL PANTHERS SSI
The latest from Gary Grishy. Go tank to tank in this tactical squad level game, set in Europe and the Pacific from 1939-45. This game puts you in command of a single squad up to an entire battalion, as you play Allied or Axis tanks. In addition to tanks, you command infantry, cavalry, motorcycles, aircraft, artillery, amphibious landing craft, etc. You can play one of several set campaigns and carry your

experienced troops through the entire war in the Pacific or Europe. There are also many ready to play historical scenarios, as well as a random scenario generator and powerful editor. Graphics are stunning SVGA. The sound track is great, and there are lots of WW2 photos and actual footage. IBM Requires: SVGA, CD-ROM, 800MB RAM, mouse, hard disk. IBM - \$40.00
Steel Panthers Campaign Disk 2 Lead elements of the Soviet 1st Guards to victory from Kursk to Poland and on to Berlin. Includes Battle of Moscow. \$40.00
Steel Panthers Campaign Disk 3 Command a Japanese Army unit during the early years of WW2. China, Philippines, Malaya, Burma. July. \$40.00

STEEL PANTHERS II Modern Battles SSI
Here's the modern day version of one of the hottest wargames ever. Lead a single squad or an entire battalion through Europe, Asia and the Middle East from 1950 to 1999. Fight a progressive series of small battles with the same units, while reinforcements replace losses. Re-enact numerous conflicts in Korea, Vietnam and the Middle East. Several explosive "what-ifs" erupt in Korea, Canada, Europe and Russia. Includes Operation Desert Storm, and scenario generator and editor. And authentic combat video footage enhances this wargaming masterpiece. IBM Requires: 486/66, SVGA, CD-ROM, 800MB RAM, mouse, hard disk. \$50.00

THIRD REICH AH
Have you ever wondered how WWII would have developed if the Germans had captured Moscow, or invaded Britain? As the Allies, would you like to try to invade France before 1944? In this faithful add-on of the boardgame you command the armies, air forces and navies of one of the major powers during WW2. The game includes the air, ground and sea forces of all the historical belligerents plus the forces of Spain and Turkey. Players are free to pursue many strategies - this is the perfect game with which to explore all the "what ifs" of the war in Europe. Can be played two player or solitaire against a strong computer AI. There are four scenarios, 1939, 1942, 1944, and the entire war, 1939-46. IBM Requires: 486/66, 800MB RAM, SVGA, hard disk, CD-ROM. \$90.00

TIGERS ON THE PROWL HPS
Extremely detailed recreation of battalion sized combat on the Eastern Front from 1939-45, including all the belligerents, German, SS, Soviet, Luftwaffe, Guards, & Axis. Combat is resolved using detailed calculations based on the US Army Ballistics Research Lab, taking into account armor thickness, round penetration at that range, weight of explosive, air drag, angle of the target, etc. Features hundreds of different tanks, artillery, infantry small arms types, etc. Magnificent. IBM Requires: VGA, 3.5" FDD, hard disk, 386. \$85.00
Tigers on the Prowl Map Builder Add-on Disk \$15.00
Tigers on the Prowl Campaign Disk #1 \$15.00

WAR ZONE Slash
Contains five complete wargames. Fighter Wing which is a modern fighter jet combat simulator; Starship, where you pilot a starship off exploring uncharted regions of the galaxy; Harpoon Classic, which is modern naval combat; No Greater Glory, an SSI recreation of the American Civil War; and Pacific Islands, set in the near future where Russia and North Korea invade the Pacific Islands. IBM Requires: 386/66, CD-ROM, VGA, 486/33+, hard disk. \$36.00

Post World War II

BACK TO BAGHDAD MIL
The ultimate desert storm simulator. Now you can hone your flight sim skills with the same accuracy as the military. Back to Baghdad is created directly from the Red Flag and Top Gun flight simulators used in Air Force Pilot Training. This is the most realistic and accurate flight model on the market, complete with satellite photos from the US Department of Defense, precise geographic data and 40 missions packed with Air to Ground attacks. Are you ready for the challenge? You fly the F-16C. Although a true flight sim and not for the faint at heart, the game does have three "instant action" scenarios pitting you against endless hordes of MIG 21s and MIG29s, while the "trainer" instant action level making your plane indestructible, and just like an arcade game. For real missions, however, it's actually like flying the real F-16C, with dozens of instruments to read in your cockpit. IBM Requires: Pentium 90+, 16mb RAM, hard disk, Dos 6.2 with SmartDrive, SVGA, CD. \$140.00

DEADLINE Psynopsis
Ever seen a major hostage taking incident on TV? Thought that you would have done things differently? Well, now's your chance. As commander of a crack anti-terrorist team it's up to you to bring about an end to a long standing siege. Research your approach, select and equip your troops and plan an attack route before issuing the attack orders. Successor failure depends solely on your orders, so always remember - Fail to plan and you'll plan to fail! IBM Requires: CD-ROM, hard disk, SVGA, DOS or Windows, 486 33, 8meg RAM. \$90.00

FAST ATTACK SIE
In high-tech submarine warfare, there are no problems, only solutions. Standing at the helm of a Los Angeles Class 688 nuclear powered attack submarine, you survey the best the United States Navy has to offer. Rise in rank as you pursue 70 on-line training and combat missions in five theatres around the world. Includes an extensive on-line warbook featuring over 100 surface, air and subsurface vessels, unleash Tomahawk missiles against surface vessels, then watch the hit displayed in realistic 3D animation sequences. IBM Requires: Win '95 or DOS, 800MB RAM, CD-ROM, 486/33+, mouse. \$75.00

FIFTH FLEET AH
By Avalon Hill, this is the computer game of their board game, where you are in command of 5th Fleet, a Navy Task Force in the Persian Gulf and Indian Ocean. You have a full range of hardware at your command, with Nimitz class carriers with Tomcats and Hornets; Ticonderoga class cruisers, F-17A stealth fighters, P-3 Orions support ships, and more. The computer handles the tactical and essential work, leaving you to worry about strategy and command. Hi-res graphics give you crisp, vivid maps and screens. Play against a wily computer opponent at variable levels of aggression and difficulty, or hot-seat a friend on the same computer, or pay via E-Mail. With 19 different combat scenarios, over 100 classes of ships, 60 types of aircraft, & 10 scenarios. The game manuals are in full color, including color screen shots and color photos of nearly all the ships and aircraft. IBM requires: 386+, VGA, mouse, 3.5" FDD or CD-ROM, hard disk. \$90.00

HARPOON II Admiral's Set 360
This is the ultimate contemporary naval warfare simulator, incorporating the latest in graphics, interface, & artificial intelligence, with a realistic and flexible game system. It has 100 challenging scenarios set in hotspots around the world, realistic vector drawn maps that include polar cap effects, altitude & depth etc, you can configure the game screen to suit yourself, you can make "zoom" windows that track certain units around the world. You can configure the screen colors to suit yourself, logistics simulate aerial refueling, replenishment operations. There is detailed information, line diagrams, Department of Defense photographs of hundreds of ships, aircraft, and submarines, live action video sequences depicting weapon launches and target strikes. This version includes a new database editor, a new regional conflict in the Middle East, the scenario editor, and on-line manuals. IBM Requires: mouse, SVGA, hard disk, 4 meg RAM, 386DX or better, CD-ROM. \$72.00
Harpoon II Hint Book \$40.00

JAGGED ALLIANCE Deadly Games Sirtech
Set it in today, and it is a topdown view 3D wargame following the fortunes of disgruntled crack mercenaries - there are over 70 to choose from, as you play through endless missions. You can play solo or with a friend on a buddy via serial connection or modem, or up to three friends on a network; there are over 250 different opponent insults you can throw at your opponents, such as, "Would it help if we stood still?" you can battle it out in the desert heat or winter snow; sack your enemies by their footprints; take them down with mortars and grenade launchers. Includes a manual in editor to make your own missions. IBM Requires: 486/66, 800MB RAM, VGA, CD-ROM. \$75.00

KKND Krush, Kill 'N' Destroy MH
This game threatens to literally blow-up your monitor during the installation phase unless you turn your monitor off. It then allows you to find your sound card and asked me to install manually, which erased my sound card setup! The game just crashed after that command, so I gave up. If you still want to play this game, it is in the league of *Command & Conquer*. When the survivors emerge from their bunkers after years underground, they find that the world has changed. The horrors of the 2079 Nuclear War are nothing compared to the new enemy they must face, the Muties, who lived above ground this entire time, and are not willing to share the world. IBM Requires: Pentium 66+, 16mb RAM, SVGA, CD-ROM. \$80.00

POINT OF ATTACK HPS
Modern tactical combat in the Middle East. Graphics are extremely simple and archaic, but the game program is one of the most detailed tactical military simulations ever produced. Operates on a platform/section level, and contains 5 historical/hypothetical scenarios, plus the ability to select your own force. Over 100 weapon systems, 11 different countries, detail is down to individual guns & tanks, etc. IBM Requires: 3.5" FDD. \$55.00

are five damned souls, hurled deep within the centre of the earth, trapped in the bowels of an insane computer for the past hundred and nine years. Gorrister the suicidal loner, Benny the mutilated Brute, Ellen the hysterical phobic, Nimdok the secretive sadist, and Ted the cynical paranoiac. The adventure plunges you into the hidden past of the five humans. Delve into their deepest fears in order to oust the computer. **IBM Requires:** CD-ROM, 486/33, 4MegRAM, SVGA. \$90.00
I Have No Mouth Hint Book \$40.00

INDEPENDENCE DAY

The arcade action flight sim from the movie is now available on IBM PC. You're in the cockpit against Earth's deadliest menace in this high-tech flight based game with blazing arcade thrills. Battle alien attack fighters as you obliterate the City Destroyers deployed overhead by the massive Alien Mothership. As your mission progresses from city to city, you fly faster and more heavily armed planes, from the F-18 Hornet to the captured alien fighter from Area-51, building to a death-defying climax in a whirlwind paced assault inside the Mothership! **IBM Requires:** Pentium 120, 16MbRAM, Win'95, CD-ROM, SVGA, hard disk. \$90.00

JAGGED ALLIANCE

Desperately you are called to the island of Metavira by scientists Jack Richards and his lovely daughter Brenda. You hear of their plight, the Fallow Tree, its precious, medicinal sap on which countless lives depend, is under the control of the evil and traitorous Santino. You must pick a commando force of renegade mercenaries to take the island by force. With 60 mercenaries with 60 attitudes and 60 voices, over 4,000 lines of spoken dialogue, overhead animation of your characters, no single plot line to follow, etc. **IBM Requires:** CD-ROM, 4MbRAM, hard disk, 486/33 or better, mouse, VGA. **IBM - \$30.00**

MAXIMUM ROAD RACE

Welcome to a dark future without love, peace or mercy. Behold the world's most popular and gruelling event... the Thrash Race Tournament. There can be only one victor, one skillful champion to emerge from the carnage, still astride their souped up motorcycle. With ten hazardous race tracks with lavish 3D rendered backgrounds including mineshifts, nuclear blast zones and orbiting space stations, four players can play via network, there are eight different motorcycles, you can upgrade your bike with extra armor, engines, weapons, etc. **IBM Requires:** 486/66, CD-ROM, SVGA, hard disk, 8MegRAM. \$40.00

MASTER OF ORION

Microprose
 In *Master of Orion*, you begin the game with a single planet whose production you must exploit to build the spaceships needed for colonization of neighbouring stars. Then, as your scientific knowledge advances, you'll start to equip your craft with more capacity and better weapons, to make them into all conquering fleets. As you extend you meet alien races, and you must decide whether to send spies to steal their technology, conquer them, or negotiate and make treaties with them. Features a vast galaxy to explore and conquer. Each of the ten alien races has different technologies, strategies, weaknesses, and strengths. You play against five other alien races, and can build and customize your ships with powerful new engines, missiles, bombs, shields, lasers, cloaking devices, etc. Planetary includes biological weapons and antidotes, terraforming, soil enrichments, etc. Very addictive. **IBM Requires:** 386+, 2mb RAM, VGA, mouse, hard disk. CD-ROM. **IBM - \$30.00**

Master of Orion Hint Book

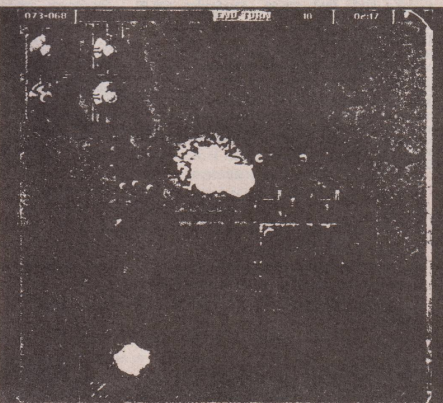
Masters of Orion/UFO Twin Pack Requires us above + CD-ROM. **IBM - \$40.00**

MASTER OF ORION II

This game has gone straight to being my No. 1 favorite space colonization and conquest game. No other game even begins to compare. You can start with just one planet with low tech, and then expand your colony while developing tech. Soon you build simple starships and visit the neighboring star systems, sending out colony ships to suitable worlds. There are different alien races, including insects (my favorite) who produce very efficiently, subterranean, poisonous, humans, etc. When you meet other players you can ally them, conquer them (and you don't have to exterminate their populations - at last a game that does this!) You can simply stick your marines on the planet and the aliens serve you, or you can form trade or tech research agreements. I made an alliance with one computer opponent and he never once backstabbed me, nor me him. There are hundreds of tech levels and fields to develop, eventually letting you build over thirty different structures on your colonies - and this is my favorite part. There are many different types of worlds: volcanic, desert, water, rich, and the graphics are completely stunning and mesmerising. And as you later terraform and soil enhance these worlds, their appearances change. And the music is so relaxing and peaceful, that one of my friends falls asleep playing this game. I find the game relaxing and fulfilling. **IBM Requires:** 486/100+, 8MegRAM, SVGA, hard disk, CD-ROM, soundcard. \$90.00
Master of Orion II Official Strategy Guide \$30.00

MAX

Interplay
 MAX - Mechanized Assault & Exploration. Your mission is to colonize the worlds on distant planets. As the Mission Commander, you and the MAX force are the first ones in. Mining stations, power plants, tactical combat vehicle factories, habitats, it's up to you to plan and construct, in a *Command & Conquer* style game. The game has a lot of depth. The resources you find are limited. Control them. Enemies? Crush them! Play as one of eight factions, choose from 50 land, sea and air units, upgrade armor, speed and range. Campaign and yes - custom missions! Stunning SVGA graphics and great game play. **IBM Requires:** 486/66, 8MbRAM, SVGA, CD-ROM. \$90.00



MECHWARRIOR II

About two years ago Activision recalled their almost completed game in embarrassment, and since then they have completely redesigned the entire game. And to my utter amazement, it is one of the most stunning games I have encountered. The opening cinematic sequence of Wolf Clan mechs engaged head to head with Jade Falcon mechs is both breathtaking and has a music score without equal. Game play is just as good - the same musical score, and the ability to use one of 15 different Clan Omni or second line mechs. You can make custom pods with your own weapon choices for any omnimech. You can fight trial of grievances, practise as a cadet, or join full scale campaigns of taking on the opposing Clan. The game is set in 3057 and focuses on the epic war between the Wolf and Jade Falcon Clans. Graphics are truly amazing, and you can fight in many types of landscapes. **IBM Requires:** 486/66 minimum, 8MbRAM, CD-ROM, 4Mb hard disk space minimum, VESA VGA, DOS 6.0 OR Windows'95. Microsoft compatible mouse. **IBM - \$90.00**

MechWarrior II Hint Book

MechWarrior II Mercenaries You are a mercenary, caught in a brutal war between two rival houses of the Inner Sphere. Honor and glory have yielded to betrayal and greed. Now a combat hardened warrior, your quest leads you to pilot your mech into darker, more desperate realms. You accumulate C-Bills and salvage from each mission, allowing you to build an elite mercenary unit. You can follow set missions to save Terra or play unlimited random missions for all out mercenary combat. With dazzling cinematic, stunning graphics. This is a complete game. **Requires as MechWarrior II.** \$90.00
MechWarrior II Mercenaries Official Strategy Guide \$30.00

The Big Mech Pack Contains MechWarrior II, MechWarrior Expansion with over 12 new missions, mechs and weapons, and NetMech. \$90.00
NetMech This allows you to play MechWarrior II on a network with up to eight players. Requires as per MechWarrior II. \$29.00

MDK

SHINY

On a good day, only 2.5 million people will die. As vast alien mining cities suck the power and minerals from every major metropolis on Earth, time is of the essence as millions of civilians are expiring by the second. Using your stealth parachute and the now infamous "Zooming" head-mounted sniper-weapon, your task is to slip in undetected from the sky, seek out and remove the alien leader by any means. MDK gives you awesome super smooth 3D gamplay, plus, with the most advanced weapons ever created in a video game, you can "take out" an alien's eye from five miles away or just nearly carve your name in his forehead! Looks rather weird - perhaps just what you are looking for! **IBM Requires:** Pentium 60+, 16MbRAM, SVGA, CD-ROM, hard disk. \$90.00

METAL RAGE

By the year 2030, the Earth has become so overpopulated that new planets have to be colonised in order for the human race to survive. But aliens attack the first colony founded by man, and almost wipe it out. You pilot a prototype tank to fight the alien hordes. An innovative graphic production featuring a brand new 3D graphics engine, Metal Rage combines the tense atmosphere of a tactical strategy simulation with the mindboggling thrill of top quality 3D shoot-em-ups. **IBM Requires:** 486/33, m8RAM, CD-ROM, SVGA. \$65.00

MISSION FORCE CYBERSTORM

This is a stunning strategy game set in the Earthspace universe, presented like a 3-D wargame with terrain heights. You are the leader of a group of up to 26 heroes, (mechs), as you battle through an unlimited number of randomly generated deadly scenarios, taking on the vile Cybrids. You can purchase and upgrade over 75 special weapons to create the ultimate fighting machines. You can even completely customize your hero mechs, genetically alter your pilots, and engage in battles across multiple worlds, and over network or modem. **IBM Requires:** 486/66, 8MbRAM, CD-ROM, hard disk, Win'95, SVGA. \$85.00

NECRODOOME

DOOM in a car! This is real-time, Doom-style 3D futuristic motorised mayhem. Drive a powerful, armored vehicle bristling with mega-weapons. Win or die in 30 daunting arenas. Keep winning and you'll make it to the Necrodome. Cooperative play lets two players man a single vehicle - one can drive and the other can blast everything that moves. If your vehicle is destroyed, get out and run to commandeer another vehicle, or keep fighting on foot. You get performance based vehicle upgrades, multiple weapons, and a variety of power-ups, etc. **IBM Requires:** Pentium 60, Win'95, 8MbRAM, CD-ROM, SVGA. \$48.00

NET:Zone

A remarkable 3D graphic quest through a futuristic virtual reality fantasy world. It is the year 2016. Your father, MD of the mysterious CYCORP, went missing a year ago. It is believed that his disappearance was linked to top-secret research on artificial intelligence life forms carried out by the corporation. But receiving an Email from your father tells you something is wrong. You hack into the virtual world of Net:Zone and discover sinister secrets, puzzles, and mysteries, and many artificial life forms. Five virtual worlds to explore. **IBM Requires:** 486/66, 8MbRAM, VGA, hard disk, CD-ROM. \$80.00

ORION BURGER

An adventure in the league of *The Purple Tentacle*. Enter Wilbur, the unfortunate earthling to be abducted by Zarg and his sidekick Flunx, harvesters of the intergalactic fast food chain Orin Burger. Subjected to a bizarre battery of intelligence tests to determine the intelligence level of earthlings, Wilbur is solely responsible for the future existence of mankind. Exotic locales, sharp humour, hit-res cartoon animation, and an engaging cast of characters. With lots of puzzling puzzles, disguised voices, etc. **IBM Requires:** 486/33, 8MbRAM, CD-ROM, SVGA. \$60.00

PRIVATEER 2 The Darkening

Chris Roberts has left Orion, and has taken the *Wing Commander* copyrights with him. So this game has nothing at all to do with *Wing Commander Privateer 1*. In fact, you don't even use any of the same flight controls. There are no kilobits, no familiar characters, nothing. And the game runs on true DOS only! The game does include a strong storyline, with full motion video of real actors, and you fly over 100 missions in 18 different ships, and can go to different planets, star bases, etc. or humans, etc. Enemies are evil. Enemies are evil. Enemies are evil. upgrading your ship - you'll need it! **IBM Requires:** Pentium 75+, DOS ONLY, 8MbRAM, SVGA, CD-ROM. \$80.00
Privateer 2 Official Guidebook \$30.00

QUAKE

The next game from the people who brought us DOOM. And this is a fantastic improvement - and very popular. It's not far in the future, and scientists develop a Sligpate Device. But an alien terrorist instigates a war via Sligpates before our technology is perfected - and his name is Quake. Man plans to strike at Quake and take the war to him - but Quake strikes first. The military headquarters is overrun, and you are the only survivor. But you fight your way to one of Quake's Sligpates - and now you are taking the war to him! Features dark, atmospheric, and 3D graphics as you claw your way through level after level. And the details on all characters is fantastic, even when the enemy are close, the SVGA still present a detailed, focused image. Weapons include double barreled shotguns, nailguns, flamethrowers, grenade launchers, rocket launchers, and the Thunderbolt - try it. You'll like it. Use the same technique as watering your rosebush. The aliens throw all manners of ugly things at you to try to stop you. **IBM Requires:** Pentium or 486DX100, CD-ROM, SVGA, hard disk, 8MegRAM. \$70.00
Prime's Quake Game Seeker 90 page book with maps of every level, revealing the locations of all secrets, items, enemies, etc. \$20.00
Quake Official Hint Book \$30.00

Eternal Darkness 100 new levels for Quake. This is your wake up call. The gate has been reopened and Quake's on the move again. Quake is back to reign havoc and destruction. Enter all new dimensions and times as you track

Quake through the gates of hell and back. Your mission is to stop him at all costs. **Requires as above.** \$45.00

RAMA

An immense alien craft, from the distant depths of space, has suddenly and unexpectedly entered our solar system. You are a replacement astronaut sent to enter and explore this artificial world, to discover the purpose and motives of its secrets for humankind. Your survival depends on interpreting languages and cultures of creatures never before encountered. The vast and complex spaceship holds five enormous cities, a cylindrical sea and countless dangers. Learn to communicate with the Octopods above RAMA by working intricate color puzzles. Come face to face with Arthur C Clarke, your personal guide during key moments in the adventure. **IBM Requires:** 486/66, 32speed-CD-ROM, 8MbRAM, hard disk, SVGA. \$90.00

RESURRECTION RISE 2

A futuristic beat-em-up street fighting game like Streetfighter. You play the part of one of 18 different cyborgs, where you are armed to the teeth with head-mounted freeze lasers, plasma disruptors, electrical ground spikes, molecular distortion blazes, acid spits, dismemberment and twin arm-mounted 35mm depleted uranium firing guns. There are 300 different moves possible. **IBM Requires:** 486/33, 4MbRAM, VGA, CD, IBM - \$90.00. PlayStation - \$90.00. Sega/Saturn - \$90.00

SCARAB

There is a war raging in silence. Mechanical gods are the foot soldiers for warring factions of beings beyond our solar system, beyond our comprehension. Here among the pyramids, sphinxes, marketplaces and tombs they are visible only to animals without souls. You must lead the forces of Ra against the wave of darkness. With 16 person robot action. Engage in fierce combat across seven fully textured 3D arenas that include elevators, moving platforms, tunnels, traps and more. Over 40 different weapons, 140 missions. **IBM Requires:** Pentium 90+, 16MbRAM, 45pCD-ROM, Win'95, hard disk, SVGA. \$90.00

SCORCHED PLANET

Metamorph your armored tank to a fighter plane, then blast off to the Scorched Planet in this real-time 3-D strategy shoot-'n-up. Meet swarming pterodactyls in the sky and stampeding lizards on the ground. Use cunning to deploy your soldiers, create ambushes and save the human race. Survival is about making the right decisions. There are 19 missions. **IBM Requires:** Pentium 60, 8MbRAM, SVGA, hard disk, CD-ROM. \$90.00

SHADOW OF THE EMPEROR

This is BATTLE ISLE # 3, the third game in the excellent Battle Isle series of computer wargames. A new period of aggression looms imminent, the battle for Chronos is about to begin again. You are plunged head first into a world of political intrigue and power, and futuristic combat. In a world where the masses armies of the Drullian nationalist, Ben Harris. You must defeat him by successfully guiding your troops through a campaign of twenty fierce battles, using the engine of one player moves while the other plots his firing, and then they swap. **IBM Requires:** 486/33, VGA, 8MbRAM, CD-ROM, Windows 3.11, 95. **IBM - \$60.00**

SHATTERED STEEL

A game in the league of MechWarrior II and Earthsiege. The Core Wars, waged by rival factions for natural resources, and ultimate survival, left society in ruins. Massive industrial conglomerates deploy mechanized mercenary armies to maintain

a tenuous order. You're a hotshot runner pilot. You've neutralised hundreds of pirates and rival vixes over 22 worlds. Your lethal Plasma Hammer light mechs navigates any terrain and strikes with devastating firepower. Now alien forces have taken over a planet, and it's up to you to restore order. With 50 missions and 15 multi-player missions in a fully navigable terrain. Real time damage, tac makes, over 20 different alien mechs and weapons. Over 25 weapons. **IBM Requires:** 486/66, 8MbRAM, 16MbRAM, CD-ROM, hard disk, SVGA. \$90.00

SHELLSHOCK

Being the rookie member of a mercenary tank force is not easy, and these guys aren't going to give you any special treatment. You'll be taking an all expenses paid trip to global war zones and the chance to prove you're capable of handling the M13 Predator tank over the 25 increasingly difficult missions. You can upgrade your tank back at base after missions. **IBM Requires:** 486/33, CD-ROM, 8MbRAM, hard disk. \$70.00

SPACE BUCKS

Your goal as a shipping baron in space is total galactic transport supremacy. It's the last frontier, and the galaxy is wide open. Your budding transport company has one ship and one starport, and from this humble beginning an empire can be built. You compete against three computer opponents. Find the right balance between custom designing your own spaceships to optimizing cargo and fighting off space pirates. New technologies allow you to upgrade your ships. You need to grab the most profitable routes and cargo, negotiate with bizzare alien races, build and expand starports, smash the competition with covert operations, and there is a random map generator. **IBM Requires:** Win 3.1+, 486/33, 8MbRAM, hard disk, SVGA, CD-ROM. \$60.00

SPACE HULK

The game is a simulator of the popular miniatures game of the same name. You lead one or two squads of Dark Angel Terminators in over 50 missions against limitless hordes of genestealers. You give commands to your squads using "Freeze Time", which comes in a limited supply. You can take control of any one of the 100 different space ships ranging from Terminator to Terminator by using the Function keys. Graphics are stunning, and you get to fight in three different types of hulks as well as under hordes. Weapons can be chosen by you in some missions, and include storm bolters, lightning claws, heavy flamers, assault cannons, etc. Sound effects are brilliant. Interactive first person combat, a complex campaign, training missions, great sound effects and voices, 10 player network play. "Freeze time" for giving orders, and your troops when set on overwatch actually manage to guard corridors and rooms! But don't let those little Genestealers get too close, or you will be late doing things you see. They include purestain genestealers, hybrids armed with bolters, the Magus, the Patriarch, and Chaos Space Marines in Space Marine armor and bolters. A new weapon is the Grenade Launcher. **IBM Requires:** Win'95, Pentium, 8MbRAM, SVGA, CD-ROM, hard disk. \$90.00
IBM - \$30.00 PlayStation - \$90.00 Sega/Saturn - \$90.00

SPACE HULK Vengeance of the Blood Angels

A brand new, free scrolling game of the Blood Angels and their out of control derelict space ship is racing towards the Imperial planet Deimos III. The honor has befallen the Blood Angels chapter of Imperial Space Marines to board this gargantuan Space Hulk, battle through hordes of Genestealers, divert it from its course, and save the planet from certain infestation and destruction. With full 3D free scrolling, interactive first person combat, a complex campaign, training missions, great sound effects and voices, 10 player network play. "Freeze time" for giving orders, and your troops when set on overwatch actually manage to guard corridors and rooms! But don't let those little Genestealers get too close, or you will be late doing things you see. They include purestain genestealers, hybrids armed with bolters, the Magus, the Patriarch, and Chaos Space Marines in Space Marine armor and bolters. A new weapon is the Grenade Launcher. **IBM Requires:** Win'95, Pentium, 8MbRAM, SVGA, CD-ROM, hard disk. \$90.00
IBM - \$30.00 PlayStation - \$90.00 Sega/Saturn - \$90.00

SPACE MARINE

Games Workshop's Epic Warhammer 40,000 Space Marine game becomes a computer wargame! This is a strategy game that puts you in charge of vast armies (similar to *Warhammer Fantasy: Shadow of the Horned Rat*). Commanding the movements of the Imperial Guard and their devastating war machines, you fight the battles. The game has two main modes. The primary mode is a campaign, you campaign with you commanding the human forces, including Ultramarines, Imperial Guard, Emperor Titans, Thunderhawk Gunships, etc; the second option is a free for all between networked players or versus the computer. In this you play the leadership role. Graphics are stunning. **IBM Requires:** Pentium, 8MbRAM, SVGA, hard disk, CD-ROM. Due May. \$90.00

SPACEWARD HO Version 4.0

At last! The latest version of SpaceWard HO has been released - this will be our hottest new computer game for 1996. The goal of SpaceWard HO is to conquer the galaxy. You start out on a single, wonderful, heavily populated planet. You have just become capable of building your first interstellar space ships. So you build a couple of exploratory ships and send them to nearby stars. Once you find a planet that is similar to your home planet, you build a colony ship and go colonise it. Then you terraform it, mine the metal from it, and use it as a base to explore and colonise other planets. Eventually you'll run into other players. You'll have opponents (from 1 - 9 opponents), and you can ally them or start a war. You can build satellites to defend your planets, or warships to take the war to him. You also spend money on technological research. Eventually your ships will be faster, more powerful, and use less metal. New ship types you can build include a Tanker and a Biological ship. Biological ships are the most advanced - they're great living organisms that need no fuel; and dreadnoughts - computer players love these. You design all of your own ships according to your tech level, and there are hundreds of possible combinations. There are 200 different planet types. The whole game is a real challenge. Absolutely fantastic. Even our Managing Director will be playing this one! **IBM Requires:** 486/33, 8MegRAM, CD-ROM, Windows 95, hard disk, VGA. \$58.00

STARS

Expand your horizons and domain. Explore the unknown universe. Discover new life and planets - and your untapped potential to govern flourishing civilizations. Create and control fleets of spaceships equipped with the latest technology your research and resources provide. Become a wargamer, a trader, a diplomat, a pirate. Build an intergalactic empire to stand the test of time. This strategy based space conquest game with a richness of detail only possible through a turn-based format. An exhaustive range of high-tech hardware to exploit. Computer opponents provide a challenge for all abilities. Customizable interface, playfield and even rules! Comprehensive tutorial. **IBM Requires:** Windows 3.1+, CD-ROM, 4MbRAM, 486/66+, hard disk, mouse, SVGA. \$65.00

STAR CONTROL 3

The fabric of the universe is crumbling and it's up to you to find the answer somewhere in the unexplored reaches of the Kessari Quadrant. You're in control of a star fleet searched hundreds of planets. You pilot 24 different alien starships, using 48 unique abilities. You manage the resources of your fleet, and you have 24 races. Discover more than 40 ancient artifacts from an advanced technology. Deploy your starfleet strategically for victorious hyper melee combat. You can negotiate alliances, build your colonies on newly discovered planets and manage their resources; you can play against the computer, or a friend via modem or network; there are over 1,000 worlds to explore. **IBM Requires:** 486/66, CD-ROM, 8MbRAM, hard disk, SVGA. \$50.00

STARFLEET ACADEMY

This game has 30 very real-time. Allows players to command the USS Enterprise in combat against 30 3D excited tone rendered spaceships from a Klingon Bird of Prey to Romulan Heavy Cruiser. As you progress through the the game, you get to take the Kobayashi Maru scenario, and are lectured by Captain Kirk, Chekov and Sulu. The graphics are absolutely stunning as you sit in the captain's chair and give the orders to engage the enemy ship. **IBM Requires:** Pentium 90+, 16MbRAM, 1mb VGA, hard disk, CD-ROM. Due July. \$90.00

STAR GENERAL

SSI
Panzer General goes to the stars! This game features a modified Panzer General ground combat system, except with hover tanks, insectoid walking creatures, etc! And also a strategic space game. There are a multitude of planet types to conquer and colonise, building up an industrial base, then a space station, so that you can manufacture battle fleets with which to conquer your opponents. For up to 7 players via hotspot, or two + computer players via modem or null-modem, or you against up to six computer players. The space map includes nebulas, galactic rifts, black holes, ion storms, asteroids & planets. There are several different alien races to run, most of them quite unique. I went insectoid, with living insect space ships, tanks, infantry units, etc. I built massive battlefleets and went on the warpath - great fun! Though my first attempt to conquer a planet was dismal, but I learnt quickly and soon returned with an army which was half tanks and half insectoid artillery - this time I crushed the enemy in about seven cycles! **IBM Requires:** 486/66, 16MbRAM, SVGA, CD-ROM, hard disk. \$50.00
Star General Official Strategy Guide Book \$27.00

STAR TREK: GENERATIONS

With Keanu Reeves as the first of the Next Gen crew, this is the most detailed Star Trek, the obsessed scientist. The story line unfolds through a mix of first-person point of view action levels, challenging ship to ship combat, strategic clues, and cinematic sequences. Contains original video sequences developed exclusively for the game and not viewed in the movie. **IBM Requires:** Pentium 75+, 16MbRAM, SVGA, CD-ROM, hard disk, Win'95. Due June. \$30.00

STAR TREK JUDGEMENT RITES

Includes an interactive interview with both Gene Roddenberry and Leonard Nimoy; speeches of characters from the original series; the complete Star Trek

28-100 Computer Games

Juggernaut Rites adventure game, a collector's pin; a behind the scenes video, and also includes the complete episodes of *Errand of Mercy* and *City on the Edge of Forever* on PAL video. **IBM Requires:** 486/25, 4mbRAM, SVGA, CD-ROM. **IBM - \$99.00**

STAR TREK: NEXT GENERATION A Final Unity

With all the crew of the Enterprise, with digitized graphics and voices of the real cast. The crew is all here. You hear Riker report that a ship is speeding through the forbidden Neutral Zone. Data announces it is a Gardian vessel. Tril explains the Gardians make up the bulk of the Romulans. Captain Picard orders an intercept, and suddenly, you are there too. With an epic original interactive mystery that takes you from the outposts of the Federation through treacherous shields-on confrontations, and beyond into the uncharted dangers of a massive nebula. You are fortunate this is a special limited edition stunning graphics and sound. **IBM Requires:** 486+, CD-ROM, 8mbRAM, SVGA, hard disk. **\$50.00**

STAR WARS Collection

This is the LucasArts Archives Vol.II. It includes six CDs containing four games and a special presentation: Dark Forces, Rebel Assault, Rebel Assault II, The Fighter, and a special behind the scenes look at the re-done Star Wars Trilogy. It is released early '97. **IBM Requires:** 486/66, Win'95, CD, 8mbRAM. **\$84.00**

STRIFE Tru No One

A DOOM-style sci-fi adventure. An evil presence has implanted itself in the fabric of our world. You join the fight against tyranny. You play the role of spy, assassin, warrior and thief as you are lured into the darkest and most perilous adventure of your life. Unlike most DOOM-style games, in this one, not everyone is an enemy, but remember, trust no one. You can talk to anyone providing they are not trying to kill you. The enemy has infiltrated the world and saturated it with his robots and Acolytes. The Acolytes, Templars and Turrets will only attack you if you set off the alarm or attack them first. The other robots are not so particular. Stay out of their way if you want to be stealthy - because they shoot on sight! With stunning graphics, 28 levels, secret doors, glass you can break and climb through, hidden entrances, force fields, deathtraps, etc. Also includes a map of the first level and shows the exits. It is either online or can be reached from this one. **IBM Requires:** 486/66, 8mbRAM, hard disk, CD-ROM, VGA. **\$90.00**

SURFACE TENSION

Battle the forces of corporate greed and save the Earth from a deadly plague in this high-speed rollercoaster ride of a mission based space combat flight simulator. Earth's population is infected by a deadly disease, and the powerful LYNX megacorp is more interested in making a profit than in releasing the vaccine to the dying millions. Your mission is to get that vaccine back to Earth by fighting and evading the megacorp's private army. A thrilling combination of space action and simulation gameplay. **IBM Requires:** 486/66, 8mbRAM, SVGA, CD. **\$80.00**

SWIV

The old classic shoot-em-up has been re-released as a completely new game with up to date graphics. You take control of a helicopter gunship, four wheel drive armored buggy and additional vehicles and negotiate your way through 18 action-packed levels over four totally different landscape environments: temperate, antarctic, lunar and Martian. Gather awesome weapon power-ups and health bonuses and blast everything in sight in this 3D shoot-em-up. **IBM Requires:** Pentium, 8mbRAM, SVGA, hard disk. **\$80.00**

SYNDICATE WARS

The sequel to the 1993 Syndicate game. The Church of the New Epoch, led by The Nine, is rising as a formidable power opposing the Syndicate system. Gradually you begin to piece together The Nine's sinister plans. It will require all your skills in strategy and assassination to take and retain your control of the situation, no matter which side you are on. Alien artifacts being discovered makes everything much more complicated. Everything you see on the screen can be destroyed, there are over 15 new weapons including nuclear grenades and time travel weapons. 3D rendered graphics, clouds race across alien skies. You fight across battlefields on four worlds, where in 39 scenarios you must win to succeed! **IBM Requires:** Pentium 60, 2X CDROM, 8mbRAM, VESA SVGA, Microsoft Compatible mouse, 30mb Hard disk space. **\$90.00**

TERRANOVA Strike Force Centauri

From the creators of System Shock comes another stunning production. Suit up in the Scout, Standard or Heavy Hi-tech Powered Battle Armor depending upon your mission. Each suit is packed with state of the art firepower. Take charge of a crack unit of Strike Force commandos and embark on many different types of missions, from scouting to assaults. The environment is fully rendered 3D and looks stunning. Rain falls, lightning strikes, clouds race across alien skies. You fight across battlefields on four worlds, where in 39 scenarios you must win to succeed! **IBM Requires:** Pentium 60, 2X CDROM, 8mbRAM, VESA SVGA, Microsoft Compatible mouse, 30mb Hard disk space. **\$90.00**

TERROR FROM THE DEEP

Time! Nervous? Terrified? You will be! The year is 2040. Liners are being sunk, ports are being attacked and unidentified Alien craft are seen breaking the surface of the world's oceans. You are the Commander of X-COM: the organization commissioned to investigate the sea-based threat. But beware, these aliens are devious, their weapons deadly, and their purpose extremely sinister. Develop a strategy to save the Earth by setting up floating X-COM bases across the world's oceans and managing all their resources. Investigate deep water crash sites: sunken cities, crashed alien ships, human ships, aircraft; undertake special underwater missions, where you lead your squad to investigate every nook and cranny of the vast, cold, alien world. You can attack and port based terror sites. You have a big arsenal of weapons. **IBM Requires:** VGA, hard disk, CD-ROM, 386+, 6 mbRAM. **\$60.00**

Unknown Terror: X-COM Includes two complete games, *Terror From the Deep* and *UFO Enemy Unknown*, plus two complete strategy guides, one for each game. You defend the Earth against alien threats from 1999 to 2059 AD, on land, in the air and underwater. **Requires as above.** **\$70.00**

THE PANDORA DIRECTIVE

The Government has covered up the greatest secret of the 20th Century - the UFO crash at Roswell. Tex Murphy does not like secrets. (He's the main character.) It's April 2043, and you as Tex, are racing against time to find out why the military suddenly shut down and sealed off the Roswell complex. And why the military references to the Mayan civilization. This is a fully interactive cinematic movie with real life people. The storyline can follow three different routes which lead to seven different endings. There are mind bending puzzles to solve, two levels of play - complete online and single player with an help, cast includes: John Roberts and Barry Corbin, etc. **IBM Requires:** 486/66, CD-ROM, 8mbRAM, SVGA, hard disk. **\$90.00**

THIS MEANS WAR

An amusing game set in post holocaust Earth. With a feel of *Command & Conquer*, the world (or what's left of it) is being ravaged by a few warped, crazy and brilliant megalomaniacs who have built up large forces of tanks, guns, and soldiers. You create your own military industrial complex, then take up arms to smash the strongholds of all who oppose you. Features real-time action PLUS a Windows interface which makes gameplay more fun. You begin with war torn jets and build up to an arsenal of hover tanks, tanks, fighter aircraft, heavy infantry, marines, etc. You get to fight over the whole world. **IBM Requires:** 486/66+, Windows 3.1+, CDROM, 8mbRAM, SVGA, hard disk. **\$60.00**

TIE FIGHTER COLLECTOR'S CD-ROM

Tie Fighter is a superb, easy to play conflict simulator, where you play the part of an Imperial pilot, fighting the Rebel Alliance, Pirates, and even other alien races. Unlike before, you can set your *Tie Fighter* to invincible, and the mission still counts. The training course at the beginning of the game is easy compared to X-Wing, and the joystick gives a smooth, easy ride, without you having to recalibrate the thing every five seconds like in X-Wing. The mouse also provides easy control. Dogfighting is heaps of fun, and there are new commands, the best one being one keystroke to make your *Tie Fighter* match the speed of your target. You get to fly a host of Imperial craft: *Tie Fighters*, *Tie Bombers*, *Tie Interceptors*, *Gunboats*, *Tie Advanced* with shields, and the *Tie Starfighter*. There are secret missions and objectives, great cinematic connecting scenes, improved graphics on all ships, great soundtrack and sound effects. You won't be disappointed. This special version includes all the add-on missions. **IBM Requires:** 386/33+, 2mb RAM, CD-ROM, hard disk, VGA, joystick. **IBM - \$60.00**

TIME COMMANDO

Fight your way through time, or you are history. A deadly virus has invaded the military's top secret super computer, its catastrophic effects now threatening to overtake the computer systems of the world. If you cannot restore core memory in time, the growing virus will cause the world's collapse. You must travel through history, but vicious warriors await you with lethal purpose. The time periods you visit are: Prehistoric, Roman, Feudal, Japan, Medieval, Conquistador, Western, Modern Wars, and the Future. There are 45 different weapons, 80 different types of warriors, etc. **IBM Requires:** 8mbRAM, CD-ROM, SVGA, Pentium, Dos 6.22 or Windows 95. **IBM - \$60.00**

TIME LAPSE

Ancient Civilizations...the Link to Atlantis. Embark on an amazing journey of time and space to find a missing archaeologist and discover the alien secret of the fabled lost city of Atlantis. With absolutely stunning full-screen, ray-traced, photo-realistic images. Journey through five amazing worlds, breathtakingly faithfully recreated, including Egyptian, Mayan, Aztec, Eastern Island, and Atlantis. Discover a missing archaeologist's journal and unravel an intriguing story that reveals the alien secret of Atlantis. Has challenging puzzles to solve, you can take "photos" of clues so that you don't need to take notes, with over 50 hours of game play and multiple endings. **IBM Requires:** Win 3.1, 486/66, CD-ROM, SVGA, 8mbRAM, hard disk. **\$90.00**

T-MEK

The future is here and the future is bad! Enter Nazarc's intergalactic T-MEK tournament and fight it out in one of six deadly battle tanks. Defeat your fellow T-MEK warrior, destroy the ultra-powerful bosses, then face Nazarc himself in the ultimate challenge. Based on the leading arcade game with new features for this version. Supports two player head to head, 360 degree action in a 3D environment, over 25 varied combat areas and six awesome T-MEK's. **IBM Requires:** 486/100, CD-ROM, 8mbRAM, SVGA, hard disk. **\$75.00**

TOTAL MANIA

Powerful mechanoids of the Interplanetary resource center are holding mankind captive. You take control of an elite core of cyborg freedom fighters. Using high tech and strategic combat tactics, escape the enemy in a 3D environment, attempt to free mankind. This is a top-down 3D view style adventure role playing game. With twenty missions, 4 terrains, 65 different enemies, detailed armory, interior and exterior graphics, modern, serial, and network play possible. **IBM Requires:** 486/66, 8mbRAM, Windows 3.1, CD-ROM, SVGA. **\$75.00**

TUNNEL B1

Looks like the conversion of a Playstation game to the PC. The game begins with the threat of extinction, with one weapon capable of destroying everything on the hollow presumption of victory...and then you're in...launching laser/rocket/missile barrage. Rip and burst rocket and steel. These are the tunnels, your only way in. A countdown to nowhere, a blueprint future. Obviously, this game is a fast and furious arcade action game. **IBM Requires:** Pentium 75, 10mbRAM, CD-ROM, hard disk, VGA or SVGA. **\$90.00**

UFO

Inspired by X-Files, you control X-Com, an organization formed by the world's governments to combat the ever increasing alien menace. This is a roleplaying style adventure, where you lead your team across the world battling aliens, from shooting down a UFO to researching alien technologies, to trying to save the earth. **IBM Requires:** CD-ROM, VGA, 4mbRAM, 486/25. **Special - \$20.00**

WING COMMANDER PRIVATEER & STRIKE COMMANDER

A special CD-ROM package containing the excellent shoot'em up sci-fi flight sim *Wing Commander Privateer*, *Speech Pack*, *Righteous-Fire Add-On Missions*, and the more true to life *Strike Commander*, *Speech Pack*, *Tactical Operations Add-On Missions*. **IBM Requires:** hard disk, VGA, CD-ROM, 486+, 8mbRAM. **IBM - \$35.00**

Wing Commander Kilrathi Saga This game includes *Wing Commander I*, *Wing Commander II* and *Wing Commander III*. The game is modified for Windows'95, no more DOS installation required. The game speed is also changed so that you can play on a Pentium. Thats around 140 missions! **IBM Requires:** Pentium 60, 10mbRAM, hard disk, CD-ROM, SVGA, Win 95. **\$50.00**

WING COMMANDER IV

The Kilrathi war may be over, but back home nothing is the same. There's trouble in the Border Worlds. Civil War seems imminent. You have to decide how to save the confederation - or if it should be saved at all! Who is the Confederation traitor, and what is his purpose? With improved graphics and more technical and realistic interactive plot, greater control of missions and drama, 50 missions, all new fighters, new weapons, new characters as well as old character, etc. **IBM Requires:** 8mbRAM, hard disk, CD-ROM, 486/75+, SVGA, mouse. **\$90.00**

X-COM APOCALYPSE

The ultimate strategy combat game. A substantial upgrade from the previous version. You command the elite X-COM troops as they strive to investigate and repel an alien invasion of Earth. By hiring scientists and engineers, you can research and manufacture new weapons, vehicles and armor. You must discover the source of the alien invasion, penetrate the alien homeworld and destroy their control center. **IBM Requires:** Pentium 75+, 10mbRAM, SVGA, CD-ROM, hard disk. **\$80.00**

X-WING COLLECTOR'S CD-ROM

The original X-Wing Star Wars flight simulator combat game, but this special CD-ROM version also includes six brand new missions, improved 3D graphics, sound and voice acting have been upgraded, and both add-on packs of duty assignments have been added. Imperial Pursuit and B-Wing. However, if this game is anything like its first release, don't bother playing it unless you can get access to a game editor that's commonly available on the Net. Without the editor, some missions you cannot get past unless you have an IQ of over 100 with the reflexes of a seven year old. **IBM Requires:** 386/33, 2mbRAM, CD-ROM, hard disk, VGA. **\$60.00**

X-Wing Collector's Hint Book

\$40.00

9 (The Last Resort)

An old little story in which you inherit the resort owned by a distant relative of yours. Thurston Last, who was also a rather warped artist. You arrive at the resort to find that someone or something is trying to destroy all of Last's art masterpieces and destroy the resort. Can you discover Last's secrets, learn about one incredible machine, and unravel the resort's secrets? With weird, eerie graphics and story. **IBM Requires:** 486/66, CD-ROM, hard disk, 8mbRAM, SVGA, Win 95. **\$70.00**

AFTERLIFE

Like *Sincity*, except this time you manage two worlds, heaven and hell. You have to keep billions of souls happy by giving them the rewards and punishments they deserve. Includes over 200 artistically rendered rewards and punishments, nearly 300 detailed files and buildings, more maps, graphics and charts than you can shake a pitchfork at, plus the most sophisticated engine of any sim game. Like *Sincity*, you must keep your souls happy, or they will leave in droves and your city will die. **IBM Requires:** 486/66, CD-ROM, 8mbRAM, SVGA, hard disk. **\$90.00**

ANVIL OF DAWN

You are summoned to embark on a noble journey across the world called Tempest. By battle, skill, magic, and wit, you must rescue humanity from an evil fate. Explore a massive, 3D landscape, while solving puzzles, overcoming traps, and enjoying the beauty and scope of outdoor scenes. **IBM Requires:** 486/33, 4mbRAM, VGA, hard disk. **IBM - \$80.00**

Anvil of Dawn Strategy Guide Hint book for Anvil of Dawn

\$25.00

BAD MOJO

The game where you play as a cockroach! You start in a seedy dilapidated bar in San Francisco, where your dreams of escape are about to be realised. But remembering one last keepsake, you are suddenly seized by its magic and you are transformed completely into a normal sized cockroach. You then embark on a perilous journey of mystery and discovery. How did this happen to you, and how do you reverse the process. Your exploration begins in a strange sewer, and the game book includes clues if you need them. **IBM Requires:** 486/66, 8mbRAM, hard disk, SVGA, Win 3.1+, CD ROM. **\$90.00**

BETRAYAL IN ANTARA

Welcome to the Antaran Empire. This Empire was forged generations ago by a king who cowardly gathered mages to his side and used them to unite the provinces under his banner. Now the power has fallen to the hands of a few corrupt, greedy, and corrupting and decay. In this fantasy role playing game, the player characters become embroiled in a devious plot of manipulation, political agendas, secret societies, racial hatred, magical discoveries, abduction and assassination. **IBM Requires:** 486/66, 8mbRAM, CD-ROM, Win 95, SVGA, Due April. **\$90.00**

BETRAYAL AT KRONDOR

Dynanix has combined with Raymond E Fielt, the author of the *Riftwar Saga* (Magician), to create a revolutionary fantasy RPG experience, with a new storyline from Raymond E Fielt. Features digitised actors and scenery, an innovative storydriven system that divides the game into 9 unique chapters. Totaling 100+ hours of game play, 224 million square feet of forested trails, snow

covered mountain ranges, maze like sewers & bustling towns; battle armies of intelligent opponents in strategic turn based combat sequences. **IBM Requires:** 486+, CD-ROM, VGA, 4mbRAM, Windows. **IBM - \$50.00**

BLOOD BOWL

The popular miniatures board game has been recreated very faithfully as an action packed computer game. With 8 authentic Blood Bowl teams with original first class, league, season, and exhibition battles - oops, games! Trading and free agency options, instant reply and exclusive "Sky-Eye" Blimp can see single or two player competition, head to head mind play, and humans, orcs, dwarfs, skeletons, and really ugly cheerleaders. Our staff who are into Blood Bowl went nuts on this game. **IBM Requires:** 486+, 4mbRAM, VGA, hard disk, CD-ROM. **\$60.00**

CAMPAIN CARTOGRAPHER

Just what I've always wanted - a computer based package for drawing maps, including all of those quirky little symbols that make RPG maps so visually exciting (like trees, mountains, towns, roads, rivers, battlemaps, coastlines, etc). Comes with a large, thick 240 page manual. Tutorials run you through the basics of drawing your map and placing various items. (I was having so much fun placing little ships that I actually laughed out loud at one stage!) First you decide the scale of the map, then draw coastlines. You then fill your land masses with mountain ranges, forests, jungles, deserts, swamps, cities, towns, villages, battle sites, evil temples, etc. Each feature can be placed on the map in appropriate color, on screen, or when printed. By using a CAD feature referred to as levels, you can make several maps from one original, each showing different levels of detail. The map with lowest detail, i.e. mountains, forests etc, is the first one you give to players character types as they start a new campaign. **IBM Reqs:** hard disk, 3.5" FDD, VGA, mouse, 486+. **\$129.00**

DUNGEON DESIGNER

Add-on for CC. It includes symbols and commands specific to designing small scale maps and designs. With a 150 page manual. **Requires as above.** **IBM - \$50.00**

CITY DESIGNER Add-on for CC. The ultimate tool for designing cities for RPGs. Includes over 150 new symbols including ancient, modern and futuristic buildings, as well as street furniture and rubble. You can make anything from villages to cities. **Requires as above.** **\$67.00**

CC-FONTS A collection of 28 carefully crafted text and symbolic fonts for CC that will enhance the style of your maps. Includes Gothic & Cyrillic fonts, Astrological, Modern Mapping and Meteorological symbols. **\$30.00**

CC-PERSPECTIVES Campaign Cartographer has gone 3D with this sensational new add-on that adds a whole new dimension to your role playing. Gives you a simple but stunning tool for drawing and printing simulated 3D designs. Map your own 3D landscape, create convincing buildings, make your game playing easier and more realistic with just a few mouse clicks. **\$75.00**

CC-PRO Adds a whole array of super-powered commands to make your drawings faster and easier than ever before. Using the new but you can zoom anywhere in the drawing. Control windows, select layers, fill styles and line styles even in mid-command. **\$85.00**

CAVE WARS

Cave Wars puts you into a subterranean fantasy world of vicious combat and cunning tactics. Each player starts with one city, each between the surface of the hostile planet. Beginning with primitive weapons, a small knowledge of magic and a diminishing supply of metal, you must explore, expand, mine, and conquer to survive. Build better weapons, learn to forge stronger metals, improve your knowledge of magic, and there will be no end to winning battles. This is a semi-top down 3D view like *Warcraft*. Each game has 5 levels of caverns and tunnels, randomly generated, you can customize your armies, build catapults, cannons, right up to rocket launchers. With up to 4 human or computer opponents. Looks pretty good, actually. **IBM Requires:** 486/33, 8mbRAM, CD-ROM, SVGA, Microsoft compatible mouse. **\$99.00**

CHRONICLES OF THE SWORD

Take a solemn oath to serve king, God and country. Embark on a valiant journey from Camelot to Lionesse, and aid the struggle of virtue against malignant sorcery, in a legendary tale of magic, mystery and murder. This adventure is based on the Legends of the Middle Ages, with stunning graphics and 3D characters. 100 historically accurate English locations. **IBM Requires:** 486/66, CDROM, 4mbRAM, SVGA, mouse. **\$50.00**

CREATURES

Create and breed your own artificial life - on-screen bio-silicon entities. Your creatures will display real feelings, from hunger and pain, to frustration and sexual attraction. Marvel as your creatures exhibit realistic, experience-based behaviors: breeding, evolving and waging a struggle for survival amid the world into which you've brought them. Help your creature learn to use its cyber-resources, to explore multiple environments, find food sources and interact with other creatures; but don't ignore your creature's vital signs. **IBM Requires:** Win'95, Pentium 60, 8mbRAM, hard disk, CD-ROM, SVGA. **\$75.00**

D

A contemporary fantasy horror. A doctor has gone insane, his innocent daughter is seeking something. She is about to enter the darkness forever, as she searches every corner of a graphically superb house. Secrets and puzzles abound, along with horror. **IBM Requires:** 486/66, 8mbRAM, CD-ROM, SVGA, hard disk, SVGA. **IBM - \$70.00** PlayStation - \$90.00 SegaSaturn - \$90.00

DEATH GATE

Based on the novels by Margaret Weis and Tracy Hickman. Long ago after centuries of war, the Sartan Race smashed the World Seal and assuaged the Earth into separate magical realms, each sealed from the other by the powerful Death Gate. Magic warped, corrupted, knowledge lost, and common humanity forgotten. The defeated Patriyr, trapped in the nightmarish prison realm of the Labyrinth, became twisted with hatred and plotted revenge. Born in this savage land, you escape and undertake a new quest, to find the pieces of the World Seal, set your people free, and get revenge on the Sartans. **IBM Requires:** CD-ROM, 386+, 4mbRAM, mouse, VGA. **\$30.00**

Death Gate

\$20.00

DIABLO

This is a very popular game. You embark on a quest to destroy the lord of all evil - Diablo. Feel the terror of a world held in the grasp of the lord of all evil. Over 200 different monsters inhabit this ever changing world. Storm Diablo's halls as either warrior, sorcerer, or rogue, each with unique skills and abilities. March through endless labyrinths with flowing lava, burning sulphur, medieval villages, etc. Up to four players can unite to destroy Diablo in a fast paced network, or two via head-to-head. The game offers unprecedented replayability, as everytime you play, Diablo creates a unique labyrinth. With spine-chilling SVGA graphics, 3D modelling characters from a semi-top down 3D view, real time lightning effects, etc. **IBM Requires:** Pentium 60+, 8mbRAM, SVGA, hard disk, CD-ROM, soundcard, Win'95. **\$90.00**

Diablo Official Strategy Guidebook

\$30.00

DISCOWORLD II

This is the second Discworld game. What do you know, you haven't finished the first one! Good. Now you have to look at the prunes to the Eastward. The Emperor get the dragon to breath on the mirror, throw the Black Monk to the crocodiles and shoot the dragon with the other dragon. Done that? Good. Now if everyone's caught up... This is the second Discworld game. Death has gone missing. A hero is needed to bring him back. But there's only Rincewind, incompetent wizard and highly trained coward. You won't catch Rincewind running away. He's too fast. Unfortunately, he's all there is that stands between people and the horrible prospect of immortality. No one wants that, do they? This game is a little easier than the first, with lots of new locations and even prettier graphics and sounds. **IBM Requires:** 486/100+, 8mbRAM, CD-ROM, hard disk, SVGA. **\$80.00**

DRAGONHEART

Seven evil dragons rule the world of Dragonheart, seven fire breathing razor clawed, knight devouring monsters. Seven beasts too savage for the movie. If you can cut your way through hordes of medieval knights hellbent on your dramatic demise, you can make it to the end. Did you take the hint, it's time to face your fiery nightmare. **IBM Requires:** 486/66, 8mbRAM, VGA. **\$90.00**

DRAGON LORE II

A role playing adventure. The Hordes from the Land of Nightmares stand ready to attack. The Dragon Prince has dubbed you a Dragon Knight. But you have lost your dragon, and embark on a quest to find him. With over 80 hours of gameplay, dramatic cut scenes, over 20 combat and 10 jousting sequences in real time, 60 characters, 50 game sets, etc. **IBM Requires:** 486/66, 8mbRAM, hard disk, CD-ROM, SVGA. **\$90.00**

DRAGONSHERE

A classic reprint. This is a role play adventure game. Adventure across a magical, medieval kingdom, which is suffering at the hands of the Sorcerer Sorcerer. The terrible leave: wrecked on the land if it is not appeased. The Sorcerer was locked away 20 years ago, but he is breaking free at last, and you are the reigning king who must stop him. **IBM Requires:** CD-ROM, 4mbRAM, 486+. **Special - \$20.00**

Fantasy

GT

An old little story in which you inherit the resort owned by a distant relative of yours. Thurston Last, who was also a rather warped artist. You arrive at the resort to find that someone or something is trying to destroy all of Last's art masterpieces and destroy the resort. Can you discover Last's secrets, learn about one incredible machine, and unravel the resort's secrets? With weird, eerie graphics and story. **IBM Requires:** 486/66, CD-ROM, hard disk, 8mbRAM, SVGA, Win 95. **\$70.00**

LUC

Like *Sincity*, except this time you manage two worlds, heaven and hell. You have to keep billions of souls happy by giving them the rewards and punishments they deserve. Includes over 200 artistically rendered rewards and punishments, nearly 300 detailed files and buildings, more maps, graphics and charts than you can shake a pitchfork at, plus the most sophisticated engine of any sim game. Like *Sincity*, you must keep your souls happy, or they will leave in droves and your city will die. **IBM Requires:** 486/66, CD-ROM, 8mbRAM, SVGA, hard disk. **\$90.00**

NEW

You are summoned to embark on a noble journey across the world called Tempest. By battle, skill, magic, and wit, you must rescue humanity from an evil fate. Explore a massive, 3D landscape, while solving puzzles, overcoming traps, and enjoying the beauty and scope of outdoor scenes. **IBM Requires:** 486/33, 4mbRAM, VGA, hard disk. **IBM - \$80.00**

RAP

The game where you play as a cockroach! You start in a seedy dilapidated bar in San Francisco, where your dreams of escape are about to be realised. But remembering one last keepsake, you are suddenly seized by its magic and you are transformed completely into a normal sized cockroach. You then embark on a perilous journey of mystery and discovery. How did this happen to you, and how do you reverse the process. Your exploration begins in a strange sewer, and the game book includes clues if you need them. **IBM Requires:** 486/66, 8mbRAM, hard disk, SVGA, Win 3.1+, CD ROM. **\$90.00**

Sierra

Welcome to the Antaran Empire. This Empire was forged generations ago by a king who cowardly gathered mages to his side and used them to unite the provinces under his banner. Now the power has fallen to the hands of a few corrupt, greedy, and corrupting and decay. In this fantasy role playing game, the player characters become embroiled in a devious plot of manipulation, political agendas, secret societies, racial hatred, magical discoveries, abduction and assassination. **IBM Requires:** 486/66, 8mbRAM, CD-ROM, Win 95, SVGA, Due April. **\$90.00**

DYN

Dynanix has combined with Raymond E Fielt, the author of the *Riftwar Saga* (Magician), to create a revolutionary fantasy RPG experience, with a new storyline from Raymond E Fielt. Features digitised actors and scenery, an innovative storydriven system that divides the game into 9 unique chapters. Totaling 100+ hours of game play, 224 million square feet of forested trails, snow

3D - Computer Games

Requires: 486/66, CD-ROM, Win 95, 8megRAM, Due Dec. \$90.00
AD&D Birthright - PlayStation Due November, \$90.00

AD&D BLOOD & MAGIC Interplay
Prepare to enter five sweeping tales of enchantment and conquest set in the most popular fantasy world of all time... the Forgotten Realms. With a semi-topdown 3D view, you visit five unique realms, with a total of 30 missions, each with its own unique landscape and exotic magical items to manipulate. Fantastic weapons, treasures, magical potions, violent spells, 30 AD&D Forgotten Realms creatures to fight with and against, a simple point-and-click interface. Armed with ancient artifacts, your travels fortify battle-hardened knights, dark wizards, and lords of chaos. **IBM Requires: 486/66, 8mbRAM, CD-ROM, \$95.00**
AD&D Blood & Magic Official Strategy Guide \$30.00

AD&D COLLECTORS EDITION SSI
SSI made a series of really popular AD&D RPG adventures that have been unavailable for some time now. Well, now you can buy all 9 of them on CD-ROM for a great price. The nine games included with this package are: *Forgotten Realms: Pool of Radiance*, *Curse of the Azure Bonds*, *Secret of the Silver Blades*, and *Pools of Darkness*; *Dragonslayer*, *Champions of Krynn*, *Death Knights of Krynn*, and *The Dark Queen of Krynn*; and *(Savage Frontier) Gateway to the Savage Frontier*, and *Treasures of the Savage Frontier*. You can transfer characters from one game to the next within each epic. **IBM Requires: 2mbRAM, CD-ROM, EGA/VGA, hard disk, IBM - \$60.00**

AD&D DEATH KEEP SSI
AD&D Dungeon delving the way you like it - fast, furious and fun. An evil necromancer has escaped his icy prison and is wreaking havoc upon the surrounding lands. Prepare to fight your way through more than 25 eerie dungeons, each with 8 levels to explore. Including icy caverns, 3 ominous towers, and a fantastic final dungeon. Over 30 types of monsters. You can jump, fly, and even fall. **IBM Requires: 486/66, 8mbRAM, hard disk, CD-ROM, SVGA, hard disk, \$50.00**

AD&D DESCENT TO UNDERMOUNTAIN SSI
The stone belly of Undermountain below Waterdeep plays home to horrific monsters, dark magics, and unspeakable evils. Experience these terrors in the first AD&D action RPG to offer multi-character development. In this spell-ridden maze of dungeons and traps in the very fabric of reality lies the ultimate threat... the Flame Sword of Spider Queen Lolth. With 20 dungeons, 3D dungeon play, monsters, uses the *Descent* game engine, 7800 frames of animation, includes a Dwarf Temple, Egyptian level, Crypt, etc; reflecting mirrors, stained glass you can sort of see through, 6 races of characters to choose from, etc. **IBM Requires: Pentium 90, 16mbRAM, hard disk, 4spCD-ROM, SVGA, Win 95, June \$80.00**

AD&D EYE OF THE BEHOLDER TRILOGY SSI
The 3 popular point and click first-person Eye of the Beholder games are all available in this one special package! In EOB1 you experience the AD&D world like never before; in EOB2 the highest adventure includes a forest, temple, catacombs and three huge dragons; in EOB3 you are transported to the ruined city of Myth Drannor. **IBM: CD-ROM, \$60.00**

AD&D FORGOTTEN REALMS ARCHIVES SSI
A compilation of 12 Forgotten Realms computer games. These are: *Pool of Radiance*, *Curse of the Azure Bonds*, *Secret of the Silver Blades*, *Pools of Darkness*, *Eye of the Beholder 1 & 2*, *3*, *Dungeon Hack*, *Gateway to the Savage Frontier*, *Treasures of the Savage Frontier*, & *Menzoberranzan*. **IBM Requires: 386/40+, 4mbRAM, VGA, hard disk, CD-ROM, Due May \$70.00**

AD&D ULTIMATE FANTASY SSI
Five AD&D titles in one box. They are *Dark Sun: Shattered Lands*, *Fantasy Empires: Dungeons and Dragons*, and *Unlimited Adventures*. **IBM Requires: 386+, CD-ROM, 2mbRAM, hard disk, \$50.00**

miscellaneous

1830 Railroads & Robber Barons AH
Computerized version of Avalon Hill's popular train game. Lay track, build stations, purchase trains, and manipulate stocks to build an empire of iron and steel. History's greatest robber barons will try to stop you by undercutting your lines and buying out your stock. Your only weapons are money and trains. Will your empire succeed or fall under the wheels of competition. Up to six human or computer opponents. Random maps. **IBM Requires: 386+, 4mbRAM, 3.5" FDD, VGA, mouse, \$40.00**

AFL FINALS FEVER BTM
Be a coach, pick your own team. Try to win the Premiership Flag... experience the thrill of Australia's greatest game. Learn about every current AFL player. Get speed and accuracy profiles on each of the 676 AFL players. Choose and position players based on strategy. All the stats you need to help with player choice. Play a complete Premiership season and watch the ladder. You can also control individual players during the game. **IBM Requires: 486/66, 8mbRAM, hard disk, SVGA, CD-ROM, \$65.00**

ALONE IN THE DARK TRILOGY INF
All three games of Alone in the Dark, where you play the Supernatural Private Eye Edward Carnby and solve his macabre investigations. You must remove evil from a haunted house, save an 8 year old girl from voodoo kidnappers, and solve the mystery of a haunted ghost town. An arcade adventure game with 3D real time animation, 3D characters and objects, etc. **IBM Requires: 386/33, 4mbRAM, CD-ROM, \$80.00**
Alone in the Dark 1 & II Hint Book \$40.00 **Alone 3 Hintbook \$40.00**

BROKEN SWORD Shadow of the Templars Virgin
An innocent vacation in Paris unwittingly whisks young American George Stothart away on a mysterious and compelling escapade which could change the fate of man. You are thrown into the arms of intrigue as you uncover a great collusion. Where do the Templars go when their order is in danger? They go in the fourteenth century? What happened to their fleet, members, and their "great secret"? Over 60 characters, 50 useable items, 70 detailed locations, 18 separate gorgeous classically animated sequences. **IBM Requires: 486/66, SVGA, CD-ROM, hard disk, \$90.00**

BUBBLE BOBBLE Acclaim
Bubble Bobble and Rainbow Islands, two irresistible arcade classics are back. Crush, burst, blast and blow bubbles, solve mazes and defeat the enemies across 125 levels of mindboggling, rainbow-rocking gameplay. **IBM Requires: 486/33, 8mbRAM, hard disk, CD-ROM, VGA, \$30.00**

CAPITALISM Interactive Magic
The real strategy game of money, power and wealth. Business is war! Great corporate struggles can be compared to great battles in history. Now you can demonstrate your own battle leadership in this real-time strategy game of intrigue, competition, success and failure in everyday business wars. You can be either manufacturing, retail, real estate or MegaCorp. You select your products and prices, etc, but watch your competition! Watch out for those hostile take overs too! **IBM Requires: 386/33, 4mbRAM, CD-ROM, hard disk, \$90.00**

CD-ROM Interactive Collection Volume 3 Various
Includes 17 great titles and over 200 current demos. Includes Duke Nukem 3D shareware version, B17 Flying Fortress, Gundium 2000, Pirates of the Caribbean, Ultimate Backgammon, etc, plus music CDs including Sting, Eric Clapton, Tina Turner, and other things such as a computerized disc manager, etc. **IBM Requires: 486/66, CD-ROM, SVGA, hard disk, CD-ROM, \$90.00**

CLUEDO Hasbro
They've brought up Monopoly, so here's Cluedo! The classic game is now a computer game, with full motion video of five actors. This is the mystery murder who-done-it game. You interview the suspects and question their alibis and check their evidence. Search the rooms looking for clues. Features 12 different murder mysteries, a detective notebook for up to 6 players. **IBM Requires: 486/66, 8mbRAM, Win 3.1+, \$70.00**

EA SPORTS: CRICKET '97 EA
The ultimate cricket game. A true 3D stadium and state of the art motion capture technology have been used to create the most realistic cricket game ever. Features Richie Benaud, new innovative camera angles, ability to create your own team from the ground up, one day games or test matches over the modern, improved player interface, lots of batting and bowling styles and techniques. **IBM Requires: 386/66+, 8mbRAM, CD-ROM, VGA or SVGA, hard disk, \$30.00**

DESTRUCTION DERBY II PSY
With no rules, no limits, no pit stopping, anything goes in this collision course of crumple zones, hit and run mayhem, and street level slamming where wrecking your opponent's motor vehicle in ultra-realistic smashes and crashes is the name of the game. Take on the rigours of a full Championship

season and pit your wits against a motley crew of psycho-waster racers such as the Suicide Squaddies, Skunk and The Optician as you storm up the rankings from Rookie to Pro. Can be played on a single or a serial link. **IBM Requires: VGA, 8mbRAM, 486, CD-ROM, Due November, \$85.00**

DIE-HARD TRILOGY BLIZ
Three adventures in one! Three times the action! You're at the centre of three totally different, thrill-packed adventures, taken from the three Die Hard movies. With over 30 different levels, with a 3D interface. Fight your way to rescue innocent hostages in a skyscraper; armed shooting at its fastest and finest as you eliminate terrorists at Dulles Airport; simulated driving adventure as you race through New York City to find hidden bombs. **IBM Requires: Pentium 60, 16mbRAM, CD-ROM, Windows 95, SVGA, \$90.00**

HOYLE'S CLASSIC GAMES SIE
Gather around the card table for a friendly game of Poker, or any other of the ten games in this box. Features stunning SVGA graphics (the cards look so real!). The ten games covered are: Draw Poker, Bridge, Crribbage, Gin Rummy, Hearts, Solitaire, Old Maid, Crazy 8's, and also Backgammon and Checkers. You play against a selection of computer opponents, with varying skill levels and individual responses to your actions. **IBM Requires: Windows, 486/33, 8mbRAM, SVGA, CD-ROM, IBM - \$60.00**

HOYLE CASINO Sierra
The thrills and excitement of casino gaming are at your fingertips. Step into Hoyle Casino and challenge the house with seven fun, animated characters. Each has a distinct personality, and you control the amount of interaction. Features slot machines, roulette, craps, roulette, craps, Poker 7 Card Stud, etc. **IBM Requires: 486/33, 4mbRAM, CD, \$60.00**

GAMER PACK Sierra
A boxed set of 6 CDs - six complete games. The games are *King's Quest V*, *Leisure Suit Larry 1*, *Caveat*, *Quest for Glory IV: Shadows of Darkness*, *Red Baron* and *Gabriel Knight*. **IBM Requires: 386/25, CD-ROM, 4mbRAM, \$55.00**

GRAND PRIX 2 MicroProse
This is not a racing game. This is your life in the cockpit hurtling around a grand prix at speeds up to 200 mph. Forget virtual reality, this is the real deal. All the teams, all the drivers, all the cars, all the circuits. The game includes every aspect of the real grand prix experience; in-depth car set-ups, practice and qualifying sessions, etc. With all 16 1994 world grand prix circuits, full 3D capability, full lap replay, serial link and modem capable. **IBM Requires: 486/66, 8megRAM, VGA or SVGA, CD-ROM, hard disk, \$80.00**

Iron Man and X-O Manowar Acclaim
Metal titans, Iron Man and X-O Manowar come together for the first time ever to tackle one heavy-duty cosmic crisis. It's an apocalyptic meltdown of furious action, with the ultimate in Super Hero power and realism. **IBM Requires: 486/66, 8mbRAM, hard disk, SVGA, CD-ROM, \$80.00**

Leisure Suit Larry's Greatest Hits & Misses! Sierra
Experience the evolution of Larry games, from the first primitive efforts to the latest primitive efforts. This boxed set contains all six games previously released. These games portray adult themes in a non-explicit fashion which may offend those looking for the real R-rated stuff. This collection includes the text-only softporn for game players 18 years and older. That is, you cannot order this game if you are younger than 18. **IBM Requires: 386+, CD-ROM, 4mbRAM, \$60.00**

MADDEN NFL '97 EA Sports
NFL football Madden style. The legendary gameplay that has made John Madden Football the #1 sports game of all time fuses with state of the art 32-bit technology. The result: the most authentic NFL experience to date on the PC. Features TV style expert commentary, you can customize every detail of your dream Sunday match-ups; motion captured graphics bring the hits to life, with animations of real players. Control play via modem and network. **IBM Requires: Pentium, 8megRAM, SVGA, CD-ROM, hard disk, \$84.00**
IBM - \$80.00 **PlayStation - \$90.00** **Sega Saturn - \$90.00**

MEGAPAK 5 MEG
Contains 10 of the best selling and best known PC action, adventure, and strategy games. (All recent ones too.) They are *Terminal Velocity*, *Flight Unlimited*, *Monty Python and the Holy Grail*, *Legend of the Five Rings*, *Star Wars: Rebel Assault*, *Great War Battles IV*, *Pool Champion*, and *Entomorph*. **IBM Requires: 486/66, CD-ROM, 8mbRAM, etc. \$84.00**

MINDSCAPE'S BIG 16 MIN
Sixteen CD-ROMs each containing one complete game. The game are a great mix, and include Alien Logic, MegaRace, Metal Marines, Commander Blood, Ultimate Monte Pascal, Jet Set Willy, Jet Set Willy 2, Labyrinth, Star Wars: Rebel Assault, Casino Master Multimedia, D/Generation, Pac In Time, Puzzle Power, Savage Warriors, Dragon Lore, Legions, and The Psychotron. **IBM Requires: 486/25+, 4mb RAM, hard disk, Dos or Win 3.1 +, CD-ROM, Mouse, SVGA, \$70.00**

NHL '97 EA Sports
Hockey North American style. Features real-time rendered polygon players based on a real NHL player; real-time, real season, playoffs, season, playoffs and All-Star game; four players can play at the same time, full season network and modem play; national teams for Canada, USA, Russia, Scandinavia and Europe; all the teams and over 650 NHL players. **IBM Requires: Pentium 75, 8mb RAM, hard disk, Dos or Win 95, CD-ROM, Mouse, SVGA, \$70.00**

POLICE QUEST: SWAT SIE
You have joined the most elite force in crime fighting history: SWAT, the Special Weapons And Tactics team founded by former LAPD Chief Daryl F. Gates. Now you can experience this relentless adrenaline-pumping action firsthand as you eking your training as a SWAT officer. After instruction in actual SWAT tactics and target training scenarios your skills will be called into action in multiple scenarios and career-advancing missions. With lots of digitized footage of real actors. **IBM Requires: 486/33, 8mbRAM, SVGA, CD-ROM, 60.00**

POWER CHESS Sierra
Meet your perfect opponent - the Power Chess King always plays just a bit better than you - just enough to make you stretch. He remembers what you play against him - the same trick won't work twice - and as you improve, so does he. He is also the most human opponent you'll find in a box. When he gets ahead, he goes for the kill. When he's losing, he practically squirms. He takes chances on offense and defense. Spot his weaknesses and turn them to your advantage. The Queen of Chess also gives you a running commentary on how to play or improve. Contains dozens of built-in opponents, the Queen takes you through seven famous games, an elegant collection from 2D and 3D chess sets to choose from, and a powerful engine for experts and everyone else. **IBM Requires: Pentium, CD-ROM, SVGA, Win 95, hard disk, 12mbRAM, \$70.00**

POWER, CORRUPTION & LIES MIC
Four complete games in one box. They are *DUNE II* (strategy based empire building), *BENEATH A STEEL SKY* (SF thriller where your character tries to uncover secrets and lies), *FLEET DEFENDER* (modern flight sim) and *CFO* (like the X-Files). **IBM Requires: 386, 4mbRAM, VGA, CDROM, Dos 5.0, hard disk, \$90.00**

RAILROAD TYCOON Deluxe Microprose
Another reprinted classic. The game of railroad building in the 1800s, by Sid Meier. Build your own railroad in six world regions, four parts of America, Europe and Africa. Control 32 types of trains, each with its own speed and characteristics. **IBM Requires: 486+, CD-ROM, 4megRAM, Special - \$20.00**

RALLY CHALLENGE SLS
A 100% 3D action rally simulator that puts you in the drivers seat. Experience high speed thrills as you throw a top performance turbo charged racing vehicle around treacherous stages, including Australia, USA, Sweden, Italy, France, Britain, Indonesia, and New Zealand. Includes Subaru Impreza WRX, Toyota Celica GT4 and Protion Wira. Race against the clock or against other players via modem. Dive, roll, crash from inside or one of three external cameras including the bumper, chase and special rally cam to view that dynamic curving technique. **IBM Requires: 486/100+, 8mbRAM, Win 95, CD-ROM, VESA SVGA, hard disk, \$75.00**

ROAD RASH EA
The most aggressive motorcycle racing game ever, explodes on your Windows 95 PC with hard hitting, full throttle action that'll bring you to your freshly skinned knees. Dodge traffic, outrace cops on your way to winning the Cup, and beat the menace to society your motor always worried about. 8 player network and head to head modem, 25 races, five levels of racing each with five courses. **IBM Requires Win 95, Pentium 75, hard disk, 16mbRAM, SVGA, \$80.00**

SAM & MAX HIT THE ROAD LucasArts
Yikes, grab your nightstick, squeal like a siren, and hit the road with Sam and

Max. Freelance Police, as they attempt to crack their toughest case. (Sam is a dog and Max is a rabby thing). This is a cartoon style adventure game. Sam and Max are hot on the heels of a runaway car, a higher across America's quirky underbelly in this deranged animated adventure. Enjoy the twisted humor, endless hours of fun playing mini-games included in the game, such as Wak-A-Rat and Car Bomb. **IBM Requires: 386/33, CD-ROM, 4mbRAM, VGA, hard disk, \$30.00**

Lost Files of SHERLOCK HOLMES EA
The Case of the Ruse Tattoo. Experience Victorian England with a full cast of video-captured characters. Use the point and click lab table to examine evidence with 7 different experiments. Clever puzzles and games will challenge your wits as you search for clues throughout London and the countryside. Question suspects with fully digitized dialogue throughout the game. Movie-style video sequences capture the dramatic events of the story. Visit over 50 beautiful locations. **IBM Requires: 486/66+, hard disk, 8mbRAM, SVGA, CD-ROM, \$80.00**

MONOPOLY Hasbro
Watch the famous game come to life with superb 3D animations. With great soundtrack, over 800 high-res animations: watch as tokens skip, race and gallop around the board; play over the internet, pit your wits against the computer. There are up to 5 computer opponents, and you can customize their behaviour and playing style. Suitable for children and adults. Up to six humans can hot-seat on the one computer. **IBM Requires: 486/33+, 8mbRAM, CD-ROM, Windows 95, \$70.00**

SIMCITY 2000 CD Collection MAX
This set includes SIMCITY 2000, the Urban Renewal Kit, Scenarios Vol. 1, and Bonus Cities and Scenarios. The completely revamped version of Simcity, with 3-D views available at three magnification levels and graphics so stunning you can't put the game down. If you do a good job of running your city, people will flock to it, otherwise they'll leave, so practice is required to learn their likes & dislikes. Cities can also reach up to the 5,000,000 mark, as opposed to the limit of 500,000 of Simcity Classic. The game is run by a simple point and click on the toolbar and pull down menus. There are heaps of pull down graphs that show the needs of population, budget, etc. If you enjoyed Simcity, you'll love Simcity 2000. **Requires: IBM 386 or better, 4 meg RAM, hard disk, VGA, CD-ROM, IBM - \$90.00**

Simcity 2000 Player's Handbook The hint book for Simcity 2000. \$40.00
SIZONE Includes are 800 new cities for Simcity 2000, and 250 cities for Simcity Classic. Also a game file manager. \$45.00

SIM COPTER MAX
A complete simulation. As a helicopter pilot you soar through thirty built-in cities in hyper-realistic 3D and perform death-defying missions from medieval rescues to aerial firefighting to chasing down speedsters to fighting fires. Complete your heroics and receive your rewards, a snazzy mission and more near-death experiences. Or import your own SimCity 2000 cities and stamp out skyrocketing crime and permanent gridlock. **IBM Requires: Windows 95, Pentium 75+, quad CD-ROM, hard disk, 16mbRAM, SVGA, \$99.00**

SIM GOLF MAX
Finally, a golf course designed just for you. That's because it's designed by you - using your SimGolf Course Architect. Play your own masterpieces - or the two built-in gems by expert designer Robert Trent Jones Jr. And sample another stroke of genius. It's the MouseSwing, a revolutionary interface that feels more like the real thing, and more like your real swing. You can modify or create dozens of courses. Scout out each course before you tee off with the 3-D course walk-through. Includes three real golf balls. **IBM Requires: 486/66, Win 95, hard disk, 12mbRAM, CD-ROM, SVGA, \$90.00**

THE ESSENTIAL SELECTION: BUSINESS EA
With two business games in one package, *Transport Tycoon* where you enter a vast, randomly generated world of towns and raw materials, where you attempt to establish a vast empire of stations, airports, docks, rail, air, road, and ship networks. And *ThemePark*, where you attempt to build a theme park that will beat all of its competitors in attracting the public. **IBM Requires: 486, 4mbRAM, VGA, CD-ROM, IBM - \$30.00**

THE LUCAS ARTS ARCHIVES Vol I LUC
Four complete games and a screen saver. *Indiana Jones and the Fate of Atlantis*, where India needs to stop the Nazis getting their hands on the thing that sank Atlantis. *Sam & Max Hit the Road*, twisted comic humor, *Star Wars Rebel Assault*, described in the SF section, *Day of the Tentacle*, a brilliant comic spoof, and a *Star Wars* screen saver. **IBM Requires: 386/33, CD-ROM, 4mbRAM, VGA, IBM - \$60.00**

THEME HOSPITAL Bullfrog
Design, maintain and manage a hi-tech hospital facility, making the most of limited resources and turning costs into cash. The Grim Reaper stalks the corridors, the ill have some very odd ailments, and the staff want to play doctors and nurses. No matter how you manage the hospital, you'll love the look of this sick hospital. **IBM Requires: 486/66+, Cd-ROM, 8mbRAM, \$90.00**

THREE SKULLS OF THE TOLTECS Warner
Saddle up and mosey on into town for one of the most challenging, hilarious and exciting adventures this side of Texas! The treasures of the Toltecs are within your reach - riches beyond your wildest dreams. But first you must locate the three skulls and, well, make me, it ain't easy. You must travel through wild west locations and encounter a host of characters including the good, the bad and the ugly. Stunning cartoon graphics, 40 characters, 8 locations. **IBM Requires: 486/66, 8mbRAM, CD-ROM, SVGA, \$47.00**

ULTIMATE GAMES COLLECTION 2
Combines six great CD games: *Great Naval Battles III*, *Renegade: Battle for Jacob's Star*, *Star Crusader*, *Paizner General I*, *Hell - A Cyberpunk Thriller*, and *Jannit*. **IBM Requires: 486, 8mbRAM, SVGA, Win 3.1+, hard disk, \$31.00**

WACKY WHEELS SOF
This is the shareware version. Now, although this game is designed for children, it's adults that I've seen playing it. Myself included! I did the driving and accelerating while my wife controlled the hedgehog cannon. You play the part of an animal, such as an elephant, moose, panda, or my favorite - the shark! driving a little Formula One car. There are several race causes, which include oil slicks, obstacles, under water driving (you turn into a cute little submarine with periscope), and you can pick up hedgehogs by driving into them, and then shoot them at other cars to send 'em off the road. We loved it! **IBM Requires: 386, VGA, 2mbRAM, CD-ROM, hard disk, \$10.00**

WORD PUZZLES I Smart
Hundreds of new words to boggle your brain. Features over 300 games that stretch your mind. From wordplay wonders and strategy stickers, to perception puzzles. Includes Word Hunter, Crossed Words, Word Met (morphing one word into another by strategically changing one, two, three or more letters at a time). *Scavenger* Has up to 99 levels of difficulty on some games. **IBM Requires: 386+, CD-ROM, 4mbRAM, SVGA, hard disk, \$45.00**

WORLD WRESTLING IN YOUR HOUSE Acclaim
World Wrestling in your house. Ten bodyslamming, mat-pounding, super-serving, ring wrecking superstars, fighting on the most colorful, super-entertaining, and hazardous mat in the world. Experience a whole new level of hurt with hard-core super-nail finishing moves, plus every superstar has his own personal fighting venue. **IBM Requires: 486/66, 8mbRAM, CD-ROM, hard disk, SVGA, \$90.00**

WORMS OCEAN
This game looks to be like a shoot 'em up version of *Lemmings*. For up to sixteen players on a network, you each play a worm, that's right, a little garden worm, armed with bazookas, bananas, grenades, landmines, Shogrun's, Shogrun's, landmines, shells (which detonate on command), and escape routes including bungee jumps, drills, etc. **IBM: it doesn't say! But as it has a CD, you need CD, 8mbRAM, maybe 8mbRAM, SVGA, PlayStation - \$90.00** **Sega Saturn - \$90.00**

WORMS REINFORCEMENTS This add-on includes a brilliant 1 player mission based challenge game, outrageous custom levels, zany new audio sample sets, IPX Network/Modem support, stacks of incredible new game options, new weapons, etc. \$40.00

WORMS & REINFORCEMENTS UNITED The above two programs combined, plus eight new landscapes. \$90.00

Faulty Programs

If you have received a faulty disc or CD for any reason - do not send it back to us! First, please ring us and we will tell you what must be done. In some cases we will give you the address of the company who distributes the game in Australia; and in other cases (especially with CDs) we will ask you to send the entire game back to us, and we will reimburse it to the Australian distributor you behalf. When they send us the replacement, we'll get it straight back to you.



Military Simulations

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Phone: (03) 9555 8886 from 8.00AM - 4.30PM

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Magazine & New Product Subscriptions

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NEW AD&D ITEMS

Military Simulations is now offering AD&D new products on subscriptions, which we will send to you as soon as they are released. If you wish to subscribe to new products, you must have a credit card. We will charge your credit card for the retail of the item, but postage is free! As listed below, some subscriptions offer a 10% discount too. (This offer does not include novels. See below for Novel Subscriptions).

Below are charged to your credit card

AD&D Core Rules - 6 items	<input type="checkbox"/>
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Ravenloft - 6 items	<input type="checkbox"/> 10% disc
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NEW AD&D NOVELS

Military Simulations is now offering subscriptions to novels as well as magazines. For this subscription we will send you each new AD&D novel from the category you choose. We will only send you softcover novels, not hardbacks.

\$28.50 for 3 Planescape novels	<input type="checkbox"/>
\$51.00 for 6 Planescape novels	<input type="checkbox"/>
\$51.00 for 6 Forgotten Realms novels	<input type="checkbox"/>
\$77.00 for 12 Forgotten Realms novels	<input type="checkbox"/>
\$28.50 for 3 Dragonlance novels	<input type="checkbox"/>
\$51.00 for 6 Dragonlance novels	<input type="checkbox"/>

AUSTRALIAN REALMS

A high quality role playing magazine that is produced right here in Australia, in Perth. A bi-monthly publication it contains 48 A4 pages and a full color cover. It reviews new products, PBM games, book reviews, an overview of new products, adventures, short stories or source material for many different role playing games, including Shadowrun, AD&D, Cyberpunk, Mage, Earthdawn, Traveller, Vampire, as well as popular board games and miniatures games, such as BattleTech, Space Marine, etc.

\$6.00 for 1 issue	<input type="checkbox"/>
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Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new BattleTech & Mechwarrior products (not novels) as soon as they are released. We will charge your credit card for the retail of the item, but postage is free! We give 10% discount off the retail price for 12 items.

Credit Card for 6 items	<input type="checkbox"/>
Credit Card for 12 items	<input type="checkbox"/> 10% disc

BATTLETECH NOVELS

Military Simulations is now offering subscriptions to novels as well as magazines. For this subscription we will send you each new BattleTech novel that FASA releases. They normally release around 4 - 6 new novels a year.

\$23.00 for 3 novels	<input type="checkbox"/>
\$43.00 for 6 novels	<input type="checkbox"/>

COMMAND MAGAZINE

A top quality wargames magazine that contains a complete game in each issue. Please note, however, that the game included is quite often a "bumper double-issue game", which when we send to you, counts as two copies of the magazine. Each issue of COMMAND MAGAZINE contains two booklets. One contains a full commentary regarding the topic of the game, plus numerous other articles regarding military history, from ancient to WW2 to modern day. The other booklet contains the rules for the game included in the magazine. "Normal" issues normally contain one full color mapsheet and around 200 counters. The "bumper" issues have up to 2 maps and up to 1,000 counters.

\$25.00 for 1 issue	<input type="checkbox"/>
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\$212.00 for 12 issues	<input type="checkbox"/>

NEW CYBERPUNK ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new Cyberpunk products as soon as they are released. We will charge your credit card

for the retail of the item, but postage is free! We give 10% discount off the retail price for 12 items.

Credit Card for 6 items	<input type="checkbox"/>
Credit Card for 12 items	<input type="checkbox"/> 10% disc

DRAGON

TSR's popular monthly magazine. The emphasis is on AD&D with a veritable treasure chest of articles, adventures & ads(!) for Forgotten Realms, Dark Sun etc. Features on Top Secret SI & Marvel Supers are tolerated, albeit with less proliferation. Every issue includes such things as new spells, magic items, strange monsters, variant NPC classes, short stories, comics, game reviews, and a broad selection of essays on gaming techniques & campaigns. Publication regularity is excellent.

\$8.00 for 1 issue	<input type="checkbox"/>
\$49.00 for 6 issues	<input type="checkbox"/>
\$85.00 for 12 issues	<input type="checkbox"/>

DUNGEON

TSR's bi-monthly publication specifically dedicated to AD&D or D&D adventures - with enough danger 'n' loot to satiate the wander-lust of any party. The player's quest for riches, fame & challenges is fulfilled with at least four, moderate to exceptional quality, mini-modules per issue. Every game is complete, with all necessary maps & diagrams included. Some adventures are campaign-specific, set in either the Dark Sun, Spelljammer, Ravenloft, or other such realms. Publication regularity is excellent.

\$8.00 for 1 issue	<input type="checkbox"/>
\$40.00 for 6 issues	<input type="checkbox"/>
\$64.00 for 12 issues	<input type="checkbox"/>

GENERAL

Avalon Hill's great publication that deals exclusively with Avalon Hill simulations (what a surprise!). Each issue highlights a specific (usually new) product, with extensive feature articles. However a selection of popular games (such as ASL, Third Reich, Diplomacy etc) are also regularly covered in detail. Article definition includes series replays scenarios, designer's notes, strategy & tactics, optional rules, coming attractions & (infrequently) variant counters. Good publication regularity.

\$10.00 for 1 issue	<input type="checkbox"/>
\$50.00 for 6 issues	<input type="checkbox"/>
\$80.00 for 12 issues	<input type="checkbox"/>

NEW HEAVY GEAR ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new Heavy Gear products as soon as they are released. We will charge your credit card for the retail of the item, but postage is free! We give 10% discount off the retail price for 12 items.

Credit Card for 3 items	<input type="checkbox"/>
Credit Card for 6 items	<input type="checkbox"/> 10% disc

MARS: ADVENTURES IN MINIATURE

BattleTechnology magazine has been canned by FASA, and we have been looking for a magazine to replace it. And this magazine fits the job description perfectly. The magazine features scenarios, variants, army lists, and model building tips for the following miniatures' games: Warzone, Warhammer 40,000, BattleTech, Heavy Gear, Warhammer Fantasy Battle, etc. 64 pages. First issue due August. BattleTechnology subscribers will be sent this magazine.

\$11.00 for 1 issue	<input type="checkbox"/>
\$63.00 for 6 issues	<input type="checkbox"/>
\$118.00 for 12 issues	<input type="checkbox"/>

PROTOCOLCULTURE ADDICTS

A top quality magazine on Japanese anime and manga. We have found one! Protocolculture Addicts is brought out bimonthly. It is produced by Janus Publications, the people who have given us Heavy Gear Fighter. This magazine reviews all things to do with anime: games, CDs, cartoons, books, manga, and videos. It has full features covering anime movies & videos, with episode by episode descriptions; anime stories, etc. Profusely illustrated with shots from videos, etc.

\$9.00 for 1 issue	<input type="checkbox"/>
\$45.00 for 6 issues	<input type="checkbox"/>
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NEW RIFTS ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new RIFTS products as soon as they are released. We will charge your credit card for the retail of the item, but postage is free! We give 10% discount off the retail price for 12 items.

Credit Card for 3 items	<input type="checkbox"/>
Credit Card for 6 items	<input type="checkbox"/> 10% disc

SCRYE: The Collectable Trading Card Game Guide

A high quality 68 page magazine by ILM International, that specifically covers Collectable Trading Card Games. It includes complete rules for new games set to be released, such as X-Files, reviews of new releases, notes from designers, hints on building decks, strategies to use, and best of all, complete listings including price guide for all of the major Trading Card Games, for example, Vampire ES, Middle Earth the Wizards and Dragons, all the Magic the Gathering releases, Net Runner, Star Trek, Star Wars, etc!

\$8.00 for 1 issue	<input type="checkbox"/>
\$37.00 for 6 issues	<input type="checkbox"/>
\$66.00 for 12 issues	<input type="checkbox"/>

STAR WARS ADVENTURE JOURNAL

By West End Games. Take a fascinating voyage through the Star Wars galaxy with the Star Wars Adventure Journal. Each issue features exciting adventures, new source material and tales from the Star Wars universe. Each issue contains original works of fiction, such as a short story by Timothy Zahn or Kathy Tyers. Other features may include: Fragments from the Rim - a humorous look at Star Wars; previews of new Star Wars products by West End; guides to running various types of characters in your games; other short stories; logs, equipment, scenarios, etc. Sold as a 280 page softcover book in a large novel format.

\$20.00 for 1 issue	<input type="checkbox"/>
\$55.00 for 3 issues	<input type="checkbox"/>
\$105.00 for 6 issues	<input type="checkbox"/>

NEW STAR WARS ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new Star Wars products (not miniatures) as soon as they are released. We will charge your credit card for the retail of the item, but postage is free! We give 10% discount off the retail price for 12 items.

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Credit Card for 12 items	<input type="checkbox"/> 10% disc

PYRAMID

Steve Jackson's new bi-monthly role playing magazine. It is 72 pages in length, and features reports on overseas cons, reviews hot selling games, such as Earthdawn, contains scenarios and designer's notes on things such as GURPS, Car Wars, Toon, etc. It also has many regular features such as Steve Jackson's games news and release schedule, industry news, AADA news, etc. It also contains some rather tongue in cheek rip offs of other games. For example, they are running a series of Toon supplements, such as: Hampshire: The Masked Ace Raid, and coming is Werewolf: Ah, Pork Lips, Gee, which games are they ripping off?

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STRATEGY & TACTICS

A popular and long standing magazine that contains a complete game in each issue, with around 200 counters and one full color mapsheet. Each magazine includes a wealth of historical articles about military history, as well as an indepth article about the game's historical background. The rules however, normally tend to be complex. Games stretch from ancient to medieval to WW2 to modern, some being tactical simulations while others are great strategic simulations including several empires.

\$25.00 for 1 issue	<input type="checkbox"/>
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\$118.00 for 6 issues	<input type="checkbox"/>
\$212.00 for 12 issues	<input type="checkbox"/>

THE DUELIST

By Wizards of the Coast, this is a brand new full color quarterly magazine that supports Magic the Gathering and the future Deckmaster products in the collectable trading card game genre. Every issue features the latest trading card products, articles on game variants, previews of up and coming Deckmaster products, interviews with artists and designers, news from the tournament circuit, and tips on play.

\$9.00 for 1 issue	<input type="checkbox"/>
\$16.00 for 2 issues	<input type="checkbox"/>
\$30.00 for 4 issues	<input type="checkbox"/>
\$48.00 for 8 issues	<input type="checkbox"/>

Marc Miller's Traveller Items

Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new Marc Miller's Traveller role playing products as soon as they are released. We will charge your credit card for the retail of the item, but postage is free! We give 10% discount off the retail price for 12 items.

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NEW VAMPIRE ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new Vampire role playing products (not novels or Dark Ages) as soon as they are released. We will charge your credit card for the retail of the item, but postage is free! We give 10% discount off the retail price for 12 items.

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Credit Card for 12 items	<input type="checkbox"/> 10% disc

NEW WEREWOLF ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new Werewolf titles (not novels) as soon as they are released. We will charge your credit card for the retail of the item, but postage is free! We give 10% discount off the retail price for 12 items.

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NEW WRAITH ITEMS

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Credit Card for 3 items	<input type="checkbox"/>
Credit Card for 6 items	<input type="checkbox"/> 10% disc

WHITE DWARF

White Dwarf magazine has entered an entirely new format. Its now a 100 pages containing news, rules, and battle reports for all the latest releases from Games Workshop and Citadel, with tactics articles, painting and modelling articles, interviews, army features, plus every issue will now contain two sheets of card gaming "hardware" that you can cut out and use in your games. Wargear cards, data faxes etc are now available in top quality glossy cardboard! Note that Military Simulations often puts Games Workshop/Citadel discount vouchers with this magazine, redeemable only at Military Simulations.

\$8.00 for 1 issue	<input type="checkbox"/>
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Note

When ordering a subscription to new items, such as New BattleTech Items, for example, we will charge your credit card for each item when we send that item to you. Your credit card will not be charged in advance.

CRAZY SPECIALS

Please Give Second Choices - As Some Specials Are Only While Stocks Last

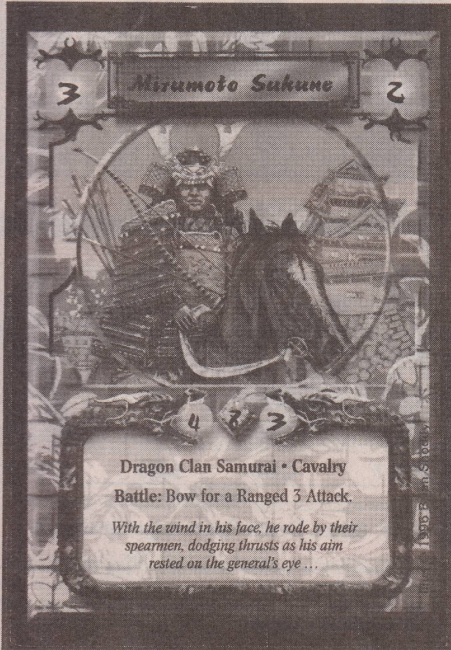
Trading Card Games

FIV BATTLE OF BEIDEN PASS

Crazy Special \$35.00

Normally \$55.00

The complete entry point into the excellent *Legend of the Five Rings* trading card game, set in medieval Japan, the day of samurai and ninja. This boxed set contains two ready to play starter decks, two Clan Strongholds, a step-by-step basic training guide to teach you the rules, and the complete large format rules. The game is about two mighty samurai armies clashing at the crossroads of the Emerald Empire, featuring combat, politics and intrigue. These black bordered cards feature stunning art.



USP X-FILES TRADING CARD GAME

The X-Files collectable trading card game features photos taken directly from the award-winning show featuring Special Agents Fox Mulder and Dana Scully. The cards are designed to look like reports and files from the desks of the FBI and should appeal to both gamers and non-gamers alike. Covers the first season and the encounters that Scully and Mulder had that year, from weird critters to government plots and cover-ups. The objective: to identify your opponent's X-File while protecting the identity of your own X-File. Your resources are a team of FBI Special Agents, investigative equipment, witnesses and more. The challenge: overcome conspiracies and government cover ups as well as paranormal phenomena and supernatural activities as you attempt to solve the mysteries of the X-Files.

X-Files Starter Deck (60 cards + rules)	\$10.00
X-Files Starter Deck Display (720 cards)	\$115.00
X-Files Booster Packs (15 cards)	\$3.00
X-Files Booster Pack Display (540 cards)	\$105.00

Wargames

3W ROYALISTS & ROUNDHEADS III

Crazy Special \$20.00

Normally \$50.00

A brand new wargame set in the English Civil War. Contains four battles: Tippermuir 1644 where the Montrose as the leader of Royalist forces in Scotland demonstrated his brilliance; Preston 1648, the last major battle of the 2nd Civil War where Cromwell caught up with Charles 1st's army; Dunbar, 1650, the first major battle of the 3rd Civil War between Cromwell and the Scots; and Worcester, 1651, where Cromwell finally defeated Charles II. 400 counters, 4 maps, rules, charts.

3W NAPOLEON AT AUSTERLITZ

Crazy Special \$18.00

Normally \$40.00

Simulates the famous battle which took place on December 2nd 1805. One player commands the French forces under a young Napoleon, the other the Austrians and Russians. It was a very near thing, even with the Austrians and Russians barely able to communicate because of language problems. If the Allies had guarded their flank on the Pratzen well enough; if Davout had been given a little late; if the inexperienced Czar had not replaced Kutusov...260 counters, 34x22" map, rules, can be played solitaire.

3W RORKE'S DRIFT

Crazy Special \$27.00

Normally \$65.00

You've seen the movie, now play the game, as Chard and Bromhead deploy their thin red line against 4,000 Zulus. Each individual defender has his own counter with rank, and serial number. Each Zulu counter represents 7 men. This is a very popular game, and includes spear and rifle attacks, sniper fire and suppression, ammo, etc. Also contains a complete campaign game of the Boer War, where the British got smashed by a small Boer army. With 600 counters, double sided map, rules, charts.

AP RED PARACHUTES

Crazy Special \$45.00

**/###

Normally \$76.00

An absolutely stunning game by Avalanche Press, of the Soviet airborne assault across the Dnepr river. "Quantity has a quality all of its own," spoke Stalin, ruler of Russia, Commander of the vast forces of the Soviet Army. Now, with the German Army reeling back in September 1943, Stalin launched his master stroke. Will his quantity fall short of what it takes to smash the German Wehrmacht? 48 Red Baron Rules is a detailed two player game of the tactical plane-to-plane combat in the skies over France during 1914-1918. Each aircraft type has its own factsheet and counter. S&T138 Crazy Special \$6.00 Normally \$16.00



3W Classic Wargamer and S&T Game Magazines

Crazy Special \$27.00

Normally \$80.00

We've been able to snatch up limited stocks of Mint-condition old Wargamer and Strategy & Tactics magazines, back in the days when Wargamer was like the S&T magazine, containing a complete game in each issue. The titles are:

Wargamer 48 Crazy Special \$6.00 Normally \$16.00
Red Baron Rules is a detailed two player game of the tactical plane-to-plane combat in the skies over France during 1914-1918. Each aircraft type has its own factsheet and counter. S&T138 Crazy Special \$6.00 Normally \$16.00

Eylau is a two player game which re-enacts the battle which occurred on Feb 8th 1807 before the town of Eylau between the French under Napoleon and the Russians under Bennigsen. 120 counters. Crazy Special \$6.00 Normally \$16.00

Eckmuhl is a two player game which re-enacts the battle of Eckmuhl which took place on April 21st, 1809, between Napoleon commanding the French and Archduke Charles commanding the Austrians. 200 counters. Crazy Special \$6.00 Normally \$16.00

Kanev is an operational simulation of the combined river crossing-airborne assault that occurred on the Russian Front in Sept, 1943, over the Dnepr River. 200 counters. S&T109 Crazy Special \$6.00 Normally \$16.00

Target: Libya is a two player game which simulates a hypothetical US invasion of Libya in the late 1980s, in order to stock Libya training & sending out terrorists. 200 counters.

STE CAR WARS CLASSIC

Crazy Special \$11.50

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Normally \$20.00

This classic game is no longer available. It is the game of the freeways of the future - where the right of way goes to the biggest guns. Players choose their vehicles - complete with weapons, armor, power plants, suspension, and even body style. Then it's to the road to become an ace or to crash and burn. As you survive battles your abilities improve, and you earn money to buy bigger and better cars. And the biggest attraction of all is the design rules, where you can customize your own cars, trucks, and cycles, within design parameters. 103 counters, 2 sided map rules.

STE CAR WARS DELUXE

Crazy Special \$29.95

*/##

Normally \$50.00

This classic game is no longer available, and it weighs a ton! This complete game includes all the rules from Car Wars Classic, but has extra maps and counters, as well as road sections printed on sturdy cardstock. Cars, cycles, vans, ten-wheeled trucks, trailers, semi-rigs, 3 wheelers, and helicopters - combat on the freeways, in the arenas, and even off-road duelling - it's all here. Also includes the complete 2nd Ed Car Wars Compendium as described above, and a bonus supplement. (The box I looked in had the complete AeroDuel. Pretty good deal if you ask me!)

Role Playing Games

STE GURPS SPECIAL

Crazy Special \$57.00

Normally \$91.00

Our first GURPS special, and a good one too. All three books are available separately, as follows:

GURPS Alternate Earths Crazy \$19.00 Normally \$29.00
Travel the Confederate States of America by dirigible, battle the Aztec Jaguar Knights in their conquest of Europe, join the American resistance against Nazi occupation, march with Roman legions in their campaigns in the New World.
GURPS Magic 2nd Ed Crazy \$19.00 Normally \$30.00

A colorful, detailed magic system. And its flexible. Players can create any sort of Wizard character they choose, from eager apprentice to mad hermit, from saintly healer to sinister necromancer. Also 300 new spells.

GURPS Vehicles 2nd Ed Crazy \$22.00 Normally \$32.00
208 pages. From rowboats to racing cars, balloons to battlesuits, trains to teleporters - if you can dream it up, you can design it with this book. With a streamlined vehicle design process, with more options, features and accessories at every step.

WHT WRAITH 2nd Ed SPECIAL

Crazy Special \$81.00

Normally \$138.00

For this special we are offering the 2nd Ed Wraith RPG plus four supplements - the perfect way to enter this game world:

Wraith 2nd Ed RPG Crazy \$30.00 Normally \$45.00
A 292 page hardback book. Death wasn't the end. Death wasn't the answer. Death was just the beginning. So what do you do? Do you listen to the voice inside your head telling you just to let go? Or do you still fight, still love, still feel the passion that won't let you rest? Oblivion's the easy way out. Life after death is hard. Choose. You have eternity to weight the consequences. This is not a game about death. It is a game about what comes after.

Face of Death Crazy \$10.00 Normally \$21.00
A large foolscap book full of morbid black and white art for the

new Wraith game.

Dark Kingdom of Jade

Crazy \$16.00 Normally \$24.00

The Underworld of Asia. In the Middle Kingdom, ancestors are still revered and only the foolish scorn the power of the Restless Dead. Yet the Underworld is as sun-drenched by nationalism and conflict as are the troubled Skinklands, and terrors unknown in the sheltered halls of Stygia await unwary travellers.

Dark Kingdom of Jade Adventures Crazy \$15.00 Normally \$24.00
Renegades ride a ghost ship across the Sea of Japan, wreaking bloody havoc on Imperial slaves. On the spectre-haunted streets of Hiroshima, a deadly race is run for the ultimate weapon in the wars of the dead.

Haunts

Crazy \$15.00 Normally \$24.00

A sourcebook detailing the strongholds of the Restless, with eleven Haunts throughout the Shadowlands, including Hierarchy, Heretic, and Renegade Haunts, & rules to create new Haunts.

CHA ELRIC RPG SPECIAL

Crazy Special \$72.00

Normally \$133.00

For this special we are offering Chaosium's Elric RPG on special, along with several supplements:

Elric! RPG

Crazy \$23.00 Normally \$32.00

A complete roleplaying game set in the Young Kingdoms. This game replaces Stormbringer. It features streamlined combat, a cast magic system, summonings, and a rich background from the Elric Saga. With 158 pages, featuring a new map of the Young Kingdoms.

Atlas of the Young Kingdoms I Crazy \$19.00 Normally \$29.00
Discusses the Sighing Desert, the Weeping Waste, heavenly Tanelorn, horrible Nadsokor, the ancient evil of Org and the Forest of Troos, free-trading and progressive Ilmiora. We learn histories, products, attitudes, customs, etc.

Elric GM Screen

Crazy \$10.00 Normally \$24.00

6 panel screen plus loads of goodies: 4 rules reference cards, bookmark with index, new character record sheets, 11x17" map of the world, & the Curse of Chardros, a complete scenario.

Sailing on the Seas of Fate Crazy \$10.00 Normally \$24.00
All the information needed to expand your campaign across the mighty oceans of the world. Ship and sailing rules as well as adventure ideas.

The Unknown East

Crazy \$15.00 Normally \$24.00

Twelve thousand years ago a strange people settled an Island, changed the world and changed themselves. Melniboné and her chaos patrons warred against the Menastrai, supporters of the balance. The Menastrai fled to unknown eastern lands, where they build great kingdoms. But now Melniboné has found them again.

CHA NEPHILIM RPG SPECIAL

Crazy Special \$63.00

Normally \$112.50

For this special we are offering Chaosium's Nephilim RPG on special, along with several supplements:

Nephilim RPG

Crazy \$24.00 Normally \$35.00

The nephilim character has a past which is as ancient as humankind, uses supernatural power, and has lifetime goals which are incomprehensible to most humans. This character sees a mystical and magical vision of the world and possesses and rich and unsettling personality. The character is a spiritual being who has lost its body, and thus inhabits human bodies in different periods of history. These nephilim creatures are awakening en masse in the 1990s, but each needs to reach a state of Argatha, much like Nirvana in Hinduism. 232+ pages.

Nephilim GM Veil

Crazy \$15.00 Normally \$27.00

A GM reference screen for Nephilim containing the important and often used tables and rules summaries, lists of spells and skills. Also includes PC dossiers & a complete scenario.

Nephilim GM's Companion Crazy \$14.50 Normally \$21.50
An invaluable resource full of background aids and resources for Nephilim GMs. Includes new spells, elemental creatures, campaign setting.

Chronicle of the Awakenings Crazy \$15.00 Normally \$29.00
Several new resources for the player and GM. 16 new past life eras for character generation, also filling in more of the time-line. A section on metamorphosis rules, new transformations, 4 new metamorphosis, etc.

Last Unicorn ARIA RPG

Crazy Special \$33.00

Normally \$50.00

Aria, Canticle of the Monomith, is a sophisticated environment-oriented fantasy roleplaying game of politics, cultural interaction, and subtlety. It is a game dedicated to playable realism on an epic scale. The legends and stories created in Aria affect the societies and cultures in which they occur. With 494 pages!! there are two sections in the book. Myth Creation with guidelines for creating mythic species, races, & cultures; Persona Creation, providing a comprehensive outline for methodical Persona generation.

MYR COSMIC ENFORCERS RPG

Crazy Special \$37.00

Normally \$59.00

For this special we are offering Myrmidon's popular superheroes RPG, along with its companion sourcebook.

Cosmic Enforcers RPG

Crazy \$22.00 Normally \$32.00

Put you in control of techno-powered super heroes and villains in a hard core science fiction future of the year 2025. Earth Central sits at the head of the table of the Galactic Alliance, a coalition government of the Milky Way's seven known races. After years of warfare, peace finally reigns, but not for long...Dark forces have gathered their power waiting for the perfect time to strike down the alliance and restore chaos to the universe. Now only one barrier stands in the way of their obsession with total annihilation. They are known as the Cosmic Enforcers. 220 illustrated pages.

Villains & Foes

Crazy \$18.00 Normally \$27.00

By Kevin Long. Focuses on the criminals and miscreants of the Galaxy from sinister villains to misguided heroes, from superpowered terrorists to insane murderers. Also features Chicago in the 21st century owned by criminals. Has cybernetics, new weapons, powers, magic and psionics.

34 - Crazy Specials

TSR TSR AD&D SPECIAL

Crazy Special \$85.00 **Normally \$141.00**

For this special we are offering a wide variety of AD&D products. All are also available individually, as follows:
DMGR8 Sages & Specialists **Crazy \$19.00** **Normally \$29.00**
 Presents new rules and specialized nonplayer character classes to use in any campaign world. These nonplayer characters are unique in that they can grow and develop along with the players' characters.
Warriors & Priests of the Realm **Crazy \$21.00** **Normally \$32.00**
 Similar to the PHBR books. Introduces distinctive new kits for warriors and priest characters hailing from the Dalelands, Cormyr, Thay, and many other regions.
Spellbound: Thay **Crazy \$26.00** **Normally \$40.00**
 Spellbound: Thay, Rashemen & Aglarond A boxed set of the nations of Thay (home of the Red Wizards) and Rashemen (home of the Witches of Rashemen) and tangentially the nation of Aglarond (ruled by the Simbul, one of the 7 Sisters), which is continually targeted by Thay. 4 booklets, 3 maps, 8 monstrous compendium sheets.
City of Splendors **Crazy \$26.00** **Normally \$40.00**
 A boxed set featuring Waterdeep in more detail than ever before. Includes the palace of Piergeiron Paladinson, the lords and their activities, & reference material for months of adventuring. With 4 books, 128/96/64/16 pages, & 6 maps.

TSR AD&D PLANESCAPE SPECIAL

Crazy Special \$47.00 **Normally \$85.00**

For this special we are offering a variety of AD&D Planescape products. All are also available individually, as follows:
Planeswalkers Handbook **Crazy \$22.00** **Normally \$32.00**
 Planescape. Provides vital info about the planes and introduces new character roles and races. It also defines the new Planewalker character kit for every class and features new proficiencies, spells, and planar equipment.
Doors to the Unknown **Crazy \$11.00** **Normally \$21.00**
 Four short adventures takes heroes on a tour of the deadly and the bizarre that spans the Astral, Inner and Outer Planes. Levels 2-10.
Pages of Pain Hardback novel **Crazy \$18.00** **Normally \$32.00**
 The silence is broken! Discover the painful truth of the Lady of Pain's memoirs. Here are the most innermost thoughts of the most feared character in the Planescape multiverse, as a man wrongly condemned to the Mazes refuses to succumb to her other dimensional prison of insanity and despair.

TSR AD&D CARD SPECIAL

Crazy Special \$34.00 **Normally \$72.00**

For this special we are also offering two of AD&D "Decks of..." cards designed to enhance play of the RPG.
Deck of Encounters II **Crazy \$18.00** **Normally \$36.00**
 432 cards with all-new and exciting encounters with monsters or non-player characters.
Deck of Magical Items **Crazy \$18.00** **Normally \$36.00**
 Here's a box of 432 cards, each displaying all the pertinent player information of a particular magic device.

Novels

WHT Vampire Novel Special

Crazy Special \$16.00 **Normally \$28.50**

For this special we are offering the three novels of the The Masquerade of the Red Death Trilogy, also available separately as follows:
Blood War **Crazy \$6.00** **Normally \$9.50**
 For ten thousand years a race of immortal vampires has waged a secret war to control mankind. But now a new player has entered the game - known as the Red Death. He controls forces that make the kindred tremble.
Unholy Allies **Crazy \$6.00** **Normally \$9.50**
 Only two people can stop the Red Death, Dire McCann and Alicia Varney. Racing against time they desperately need to find the one historian who knows the vampire's true identity.
The Unbeholden **Crazy \$6.00** **Normally \$9.50**
 Despite McCann's and Varney's efforts, ancient monsters stalk the earth, as the Red Death prepares to seize control of the two most powerful organizations that rule the world of darkness. But to win, the Red Death must destroy McCann, who is the most dangerous man in the world.

TSR AD&D Hardback Novel Special

Crazy Special \$24.00 **Normally \$106.00**

For this special we are offering a selection of AD&D hardback novels for a very low price:
Cormyr Hardcover Novel **Crazy \$10.00** **Normally \$38.00**
 On the eve of catastrophe, the epic story of the Realm's greatest nation is told by Ed Greenwood and Jeff Grubb. When King Azoun IV falls prey to assassins, the past holds the clues to events to come.
The Doom Brigade **Crazy \$6.00** **Normally \$38.00**
 During the Chaos War, two isolated bands of disparate enemies - dwarves and draconians, the reptilian minions of Dragons - must unite for a common goal. Without an alliance, doom is assured for both parties.
Murder in Halruaa **Crazy \$13.00** **Normally \$30.00**
 Darlington Blade thinks he has hatched into an easy con when he passes himself off as a wizard, only to find he's now the target of an assassin.

CHA Cthulhu Anthologies Special

Crazy Special \$24.00 **Normally \$52.50**

For this special we are offering three Cthulhu mythos anthologies, that is, novels of short stories set in the Cthulhu world.
The Dunwich Cycle **Crazy \$9.00** **Normally \$17.50**
 9 stories set where horror begins - in the Dunwiches of the world the old ways linger. They are places that shelter horrifying truths.
The Disciples of Cthulhu **Crazy \$9.00** **Normally \$17.50**
 The disciples of Cthulhu are a varied lot. They are obsessive, loners, dangerous, seeking to convert or use others.
The Necronomicon **Crazy \$9.00** **Normally \$17.50**
 Includes short stories and scholarly essays concerning that most unholy and blasphemous of Mythos tomes, the Necronomicon.

streamlined, with the vast array of tables and charts from previous editions being replaced with a system that required only one single sheet for almost all the info needed for play. The regiment is the basic building block of the rules. A simplification of combat and charge systems the play of much larger games are possible. 96 pages, 240 counters, 4 copies of the Quick Reference Chart.

GLO Inferno

Crazy Special \$27.00 **Normally \$50.00**

10,000 of this game were printed in the US in the initial print run, and 9,000 of these sold out within two weeks. Needless to say, this is an extremely popular game! Set in the Hollows of the Abyss, the great place that lies between heaven and hell, the great Lords make war. Vast armies clash endlessly over the tortured landscape battling for power and that most precious commodity - souls. Striding like giants among the hordes, the mighty Archfiends and their terrible Lieutenants reap great ruin, slaughtering their foes over and over again. This is a miniatures game featuring 6mm hordes representing the general troops that comprise an army, and huge miniatures of varying sizes (such as 60mm for the Archfiends). You control one of the twelve Lords of the Abyss. This boxed set includes 2 map boards 18"x23" each, rules with tabletop conversions, the Tome of the Abyss book, 26 stand-up color counters (to use until you buy the miniatures), terrain features, templates, counters, dice. If you buy the above game, you may order any Global Games Inferno miniatures, as listed on page 58 of this catalog, at 30% off the listed retail.

Miniatures

RAL AD&D Boxed Sets

Crazy Special \$99.00 **Normally \$177.50**

It is quite likely we will never see these figures again, as TSR was not planning to renew Ral Partha's AD&D figures licence. So here is a range of the better AD&D boxed sets. Also available individually:

RAL10500	Red Dragon of Krynn & Rider	\$26.00
RAL10502	Heroes of the Lance (10 personalities)	\$20.00
RAL10523	Brightbright Abominations (9 creatures)	\$20.00
RAL10524	Personalities of the Blood (Ravenloft)	\$19.00
RAL10550	Heroes of the Forgotten Realms (10)	\$20.00



RAL10550 Heroes of the Forgotten Realms (10)

GZG Animetals

Ever read the Japanese manga *Appleseed*? If so, you will quickly realise that the two below figures are the two main characters from the comic. Available individually. Models shown at true size.

Combat Cyborg with Female SWAT partner **\$5.00**

Combat Cyborg carrying Female SWAT partner **\$5.00**



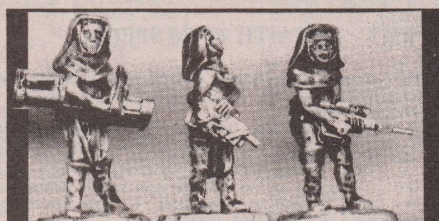
Animetals

GZG Nuns with Guns

Crazy Special \$10.00 **Normally \$13.75**

For all you people out there playing *Macho Women with Guns*, or who want some original 40K or Warzone female troopers, the following nuns with guns are for you. Shown at true size. You can buy the pack with all 5, or individually, as follows:

Nun with Assault Rifle	\$2.50
Mother Superior calling in "divine" fire support...	\$2.50
Nun with Rocket Launcher	\$2.50
Nun with Heavy Machine Gun	\$2.50
Nun with Sniper Rifle	\$2.50

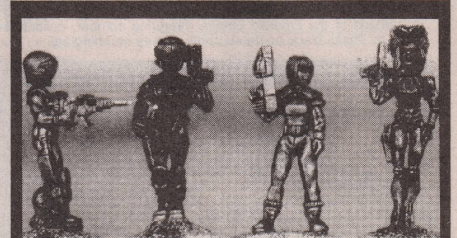


GZG Combat Babes (5)

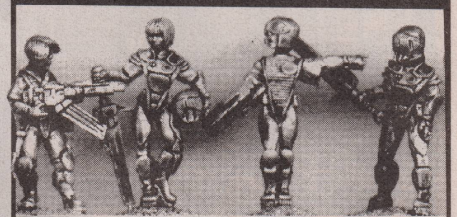
Crazy Special \$10.00 **Normally \$13.75**

Five exaggerated 25mm sci-fi women, suitable for 40K, Warzone, Kryomex, Legions of Steel. You can get 5 random figures, or choose any combination of 5 that you want, or order less than 5, as per the listed following:

CB1 Combat Babe Sniper firing from the shoulder	\$2.50
CB2 Combat Babe Trooper firing rifle from the hip	\$2.50
CB3 Combat Babe Trooper advancing with rifle	\$2.50
CB4 Combat Babe Trooper equipped for close-combat	\$2.50
CB5 Combat Babe Adventuress with auto-shotgun	\$2.50
CB6 Combat Babe Adventuress with punk hair-style	\$2.50
CB7 Combat Babe Trooper with machine-gun	\$2.50
CB8 Combat Babe Adventuress with gun-blade	\$2.50
CB9 Combat Babe Trooper with grenade launcher	\$2.50
CB10 Combat Babe Adventuress with gun-blade, helmet	\$2.50
CB11 Combat Babe Trooper firing heavy pistol	\$2.50
CB12 Combat Babe Adventuress with pump-action shotgun	\$2.50



CB3 CB4 CB5 CB6



CB7 CB8 CB9 CB10

Combat Babes

RAF Silent Death Spaceships Grabpack

Crazy Special \$23.00 **Normally \$42.50**

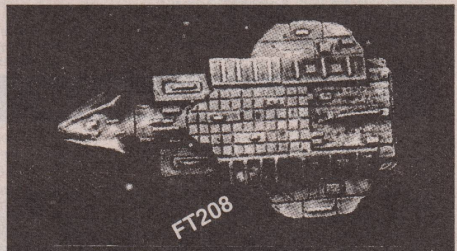
A grabpack of five randomly chosen *Silent Death* metal spaceships, made by RAFM in Canada. You can specify which ships you'd like to get, but if not in stock at the time of your order, we will supply another code that is in stock.

GZG Full Thrust Cruisers Special

Crazy Special \$40.00 **Normally \$57.00**

There is so much interest in these Full Thrust spaceship specials that we are running another one to help complete your fleets. For \$40.00, 3 Light Cruisers (about 3.5cm long), 2 Escort Cruisers (about 4cm long), and 2 Heavy Cruisers (about 5cm long). The races we are offering are:

New Anglian Confederation Cruiser Fleet	\$40.00
Eurasian Solar Union Cruiser Fleet	\$40.00
Kra'vak Cruiser Fleet	\$40.00
Neu Swabian League Cruiser Fleet	\$40.00
Federal Stats Europa Cruiser Fleet	\$40.00



ESU Heavy Cruiser (Actual Size)

GZG Sa'Vasku Fleet Pack

Crazy Special \$50.00 **Normally \$66.00**

The newest race for the *Full Thrust* game. The Sa-Vasku race use Bio-ships that look like a cross between a starfish and a spider. (Some ships also have a vague resemblance to the Shadow vessels in *Babylon 5*) Rules for these ships can be found in *More Thrust*. For this special we will supply 6 drone fighters, 3 each of two scoutships, 3 battle scout corvettes, 2 frigates, 2 destroyers, light cruiser, two escort cruisers, and one drone podship (fighter-carrier).

REA Mounted Reapers of the Apocalypse

Crazy Special \$22.00 **Normally \$34.00**

Reaper Miniatures make four excellent undead Reapers of the Apocalypse, which make perfect undead cavalry or undead generals. Also available separately, as follows:

REA2001	Reaper of the Apocalypse - Famine	\$6.50
REA2002	Reaper of the Apocalypse - Plague	\$6.50
REA2003	Reaper of the Apocalypse - War	\$6.50
REA2004	Reaper of the Apocalypse - Pestilence	\$6.50

Miniatures' Rules

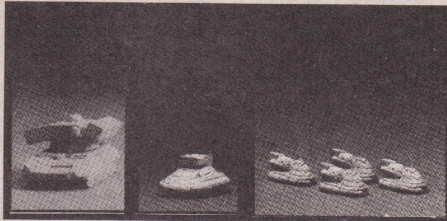
JOH Johnny Reb Miniatures Rules 3rd Ed

Crazy Special \$22.50 **Normally \$38.00**

Infantry use a scale of one figure equals 30 men. This means that an infantry regiment of 16 miniature figures, being four stands of four figures per stand - represents a 480 man regiment. Each artillery piece represents one battery, with two or three crew, representing two or three sections within the battery. This version of the rules is greatly

RAL BattleTech Vehicles Special

Crazy Special \$27.00	Normally \$49.00
For this special we have put together a selection of our best selling vehicles. Also available separately, as follows:	
RAL20828	Savanagh Hovercraft (4) \$4.00
RAL20627	LRM Carrier (2) \$7.50
RAL20725	Cavalry Attack Helicopter \$4.25
RAL20753	Schrek PPC Tank (2) \$7.50
RAL20808	Pegasus Hover Tank (2) \$5.50



LRM Carrier, Pegasus Hover Tank, Savanagh Hovercraft

RAL AD&D Monsters Special

Crazy Special \$17.00	Normally \$33.50
It is quite likely we will never see these figures again, as TSR was not planning to renew Ral Partha's AD&D figures licence. So here is a range of the better monsters. Also available individually:	
RALI1423	Pegasus \$5.60
RALI1484	Fairie \$1.95
RALI1502	Death Knight \$1.95
RAL11507	Death Dogs (2) \$4.75
RALI1514	Large Spiders (2) \$3.80

Computer Games

Sierra Alien Legacy

Crazy Special \$20.00 **Originally \$90.00**
A classic re-released by Sierra. As commander of the UNS Calypso, your mission is to explore and colonise the vast Beta Caeli star system, seeding inhabitable planets to ensure the future of mankind. Your officers give you advice throughout the game. You construct planetside and orbital colonies. Has five plotlines that you can follow. **IBM Requires: 386/20, 4mb RAM, CD-ROM, VGA.**

Sierra Gabriel Knight

Crazy Special \$20.00 **Originally \$90.00**
A classic re-released by Sierra. He started out writing a book on voodoo, now he's fighting for his very soul. Gabriel Knight is the last in a long line of Shadow Hunters, those fated to fight the dark forces of the supernatural. Tormented by terrifying nightmares, he must spend every waking moment scouring the side streets and back alleys of New Orleans for the key to his dark past. And when he sleeps, the nightmare begins. A roleplaying adventure. **IBM requires: 386+, 4mb RAM, CD-ROM, VGA, Win 3.1+, hard disk.**

QQP War Chest: The Perfect General

Crazy Special \$20.00 **Originally \$100.00+**
Another timeless classic - the Perfect General. But this game also includes two add-ons, Greatest Battles of the 20th Century, and World War II Battles Scenarios. This game is a great wargame for those who don't want to have to read a thick rulebook. Just sit down and move your tanks, artillery and infantry, and you choose what shoots at which enemy piece. Some scenarios will really make you think. I used to spend hours playing this. **IBM Requires: XT or AT, 640K RAM, CD-ROM, hard disk, EGA/VGA.**

QQP War Chest: Conquered Kingdoms

Crazy Special \$20.00 **Originally \$90.00**
Another timeless classic - Conquered Kingdoms. Plunge into a medieval world where only strategy and tactics can save you from becoming part of another conquered kingdom. With strategic cavalry, archers, swordsmen, wizards, dragons, phantoms, 9 scenarios, and a random map generator, so no two games are ever the same. **IBM Requires: XT or AT, 640K RAM, CD-ROM, hard disk, EGA/VGA.**

idSoftware Hexen

Crazy Special \$30.00 **Originally \$90.00**
Made by the same people who made *Doom*, this is *Doom* in a fantasy world. You become one of three heroes, a warrior or mage or cleric, wielding supernatural powers and lethal weapons as you quest to find the evil D'Sparil and destroy his undead followers. You can walk, run, fly (this is really neat). Experience earthquakes and crumbling bridges and fog. Track down powerful artifacts and spells - all with great idSoftware graphics and playability. **IBM Requires: 2spCD-ROM, 486/33, 8mb RAM, VGA, hard disk. What a price!**

360 Harpoon II Admiral's Edition

Crazy Special \$30.00 **Worth over \$100.00**
This is the ultimate contemporary naval warfare simulator, incorporating the latest in graphics, interface, & artificial intelligence, with a realistic and flexible game system. It has 100 challenging scenarios set in hotspots around the world, realistic vector drawn maps that include polar cap effects, altitude & depth etc. you can configure the game screen to suit yourself, you can make "zoom" windows that track certain units around the world. You can configure the screen colors to suit yourself, logistics simulate aerial refueling, replenishment operations. There is detailed information, line diagrams, Department of Defense photographs of hundreds of ships, aircraft, and submarines, live action video sequences depicting weapon launches and target strikes. This version includes a new database editor, a new regional conflict in the Middle East, the scenario editor, and on-line manuals, as well as including all the previous Battlesets. **IBM Requires: mouse, SVGA, hard disk, 4 meg RAM, 386DX or better, CD-ROM.**

Close Outs

The following items are either overstocks or have been dropped either by us or by the manufacturer. As a result, we are offering all of these items very cheaply indeed. Most titles are described elsewhere in the catalog.

ATLAS	5 assorted Over the Edge modules	\$10.00
CHX1099	600 Glass Lifestyles in Plastic Tray	\$40.00
COA9508	Zorndorf wargame	\$20.00
FAS1001	CityTech Plastic Mechs (8 mechs)	\$4.00
FAS7100	ShadowRun 1" Ed Role Playing Game	\$5.00
DEC3008	Napoleons Last Battles Wargame	\$16.00
DEC4001	Four Battles of the Ancient World Wargame	\$13.00
DEC4010	30 Years War - Wargame	\$16.00
GDW380	Death of Wisdom Traveller novel (12 copies only)	\$3.00
GDWCA	3 back issues of Challenge Magazine	\$4.50
OPT201B	Lock-n-Load Battlelords RPG weapons supplement	\$9.00
OPT401A	No Man's Land Battlelords RPG sourcebook	\$7.00
OPT501A	Uncle Ernie's Doom Minions Battlelords monsters	\$6.00
OPT601A	Galactic Underground II Battlelords new races	\$6.00
OPT701A	Condemned Battlelords who's who supplement	\$7.00
OPT801B	Hell's Kitchen Battlelords companion sourcebook	\$6.00
RTG3341	Ecofront - Cyberpunk adventure	\$6.00
TSR2517	Joshiuan's Almanac AD&D Mystara	\$8.00
TSR3110	Warlock of the Stonecrowns AD&D Birthright	\$5.00
TSR3120	Baruk-Azhik Domain Pack AD&D Birthright	\$4.00
TSR8367	Marquesta Kar-Thon AD&D novel	\$3.00
TSR8547	Realms of Infamy AD&D novel	\$3.00
TSR9427	Fighters Challenge II AD&D Adventure	\$3.00
TSR9483	Clerics Challenge II AD&D Adventure	\$4.00
TSR9478	Thiefs Challenge II AD&D Adventure	\$3.00
TSR9454	Wizards Challenge II AD&D Adventure	\$3.00
TSR9475	FOR6 Seven Sisters AD&D Forgotten Realms	\$8.00
TSR9487	FOR7 Giantcraft AD&D Forgotten Realms	\$8.00
TSR9496	Van Richtens Guide to the Vistani AD&D	\$7.00
TSRDR	5 back issues of Dragon Magazine	\$7.50
TSRDM	3 back issues of Dungeon Magazine	\$4.50
WEB0001	Web's Basic Generic RPG system	\$8.00
WEB0002	Web of Stars (Web's sourcebook)	\$10.00
WHTWW	5 back issues of White Wolf Magazine	\$7.50
WWW771	Sword & Shield Medieval Wargame	\$11.00
WWWFU	Fury on Champlain (US vs England wargame)	\$10.00

OSPREY HISTORICAL REFERENCE BOOKS

Ancient Era

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Francis I was unhorsed and only the rapid arrival of senior Imperialist officers prevented him from being hacked to death.



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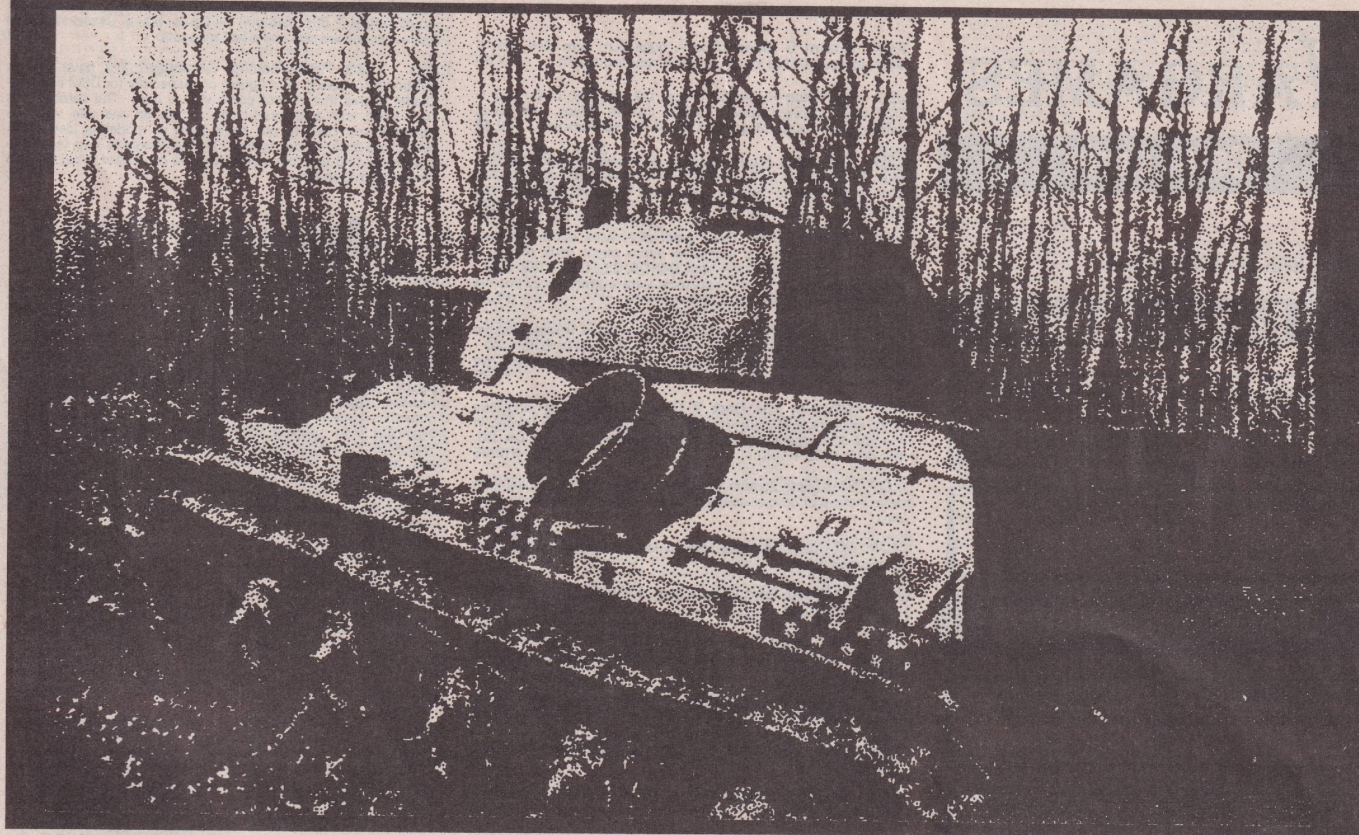
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*

(Introductory Level)

Intermediate

**

(Still good for beginners)

Advanced Games

(Veteran gamers only)

Master Games

(Too many rules)

Solitaire Suitability

Totally Unsuitable For Solitaire Play

#

Fairly Suitable For Solitaire Play

##

Highly Suitable For Solitaire Play

###

Can Only Be Played Solitaire

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Company Codes

ADG	Australian Design Group	AH	Avalon Hill
COA	Clash of Arms	COM	Command Mag (XTR)
FAS	FASA Corp.	GAM	Games Workshop
GDW	Game Designers Wkshp	GMT	Not Get More Tanks!
GRD	Games Research & Design	IRO	Iron Crown Enterprises
JED	Jedko Games	MB	Milton Bradley Games
SDI	Simulation Design Inc.	STE	Steve Jackson Games
S&T	S & T Magazine	SUP	Supremacy Games
TAS	Task Force Games	TGI	The Gamers Inc
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An ideal starting point for players new to the hobby. This 8 page primer will teach you the basics of wargaming - sequence of play, movement, combat, stacking, and the combat differential. All the rules are carefully illustrated with examples, as well as a complete sample game replay to showcase strategy options. With a small wargame set in the jungles of New Guinea where Japanese forces are marching towards Gona. \$1.00

JED Beginner's Guide to Strategy Gaming */###

A more comprehensive 55 page introductory book with various chapters dealing with rules terminology & counter symbology, notes on solitaire play and computers, multi-player grand strategy games, naval games, the principles of war for wargamers, a review of recommended games, plus a mini wargame of the Battle for Moscow in 1941, with 39 counters and 3 pages of rules (which include zones of control and weather effects.) \$3.00

JED Field Marshal */###

A good wargame for novice players. A well balanced hypothetical conflict where each player's battlefield control is hindered or helped by 32 Situation Cards (representing a higher command). The full spectrum of a WWII air-land battle is featured; with marine, airborne, armour, infantry, artillery and aircraft assets included in the 196 counters. Contains three 8"x22" mapboards. The game includes simple and advanced rules, perfect for experience progression. \$20.00

Accessories

KOP 5mm Little 'Uns 6 Sided Opaque Dice Opaque, tiny little 5mm 6 sided dice in assorted colors, with spots for numbers. Perfect for games where you need to throw buckets of dice, eg, Warhammer Fantasy or 40K. \$0.20

KOP 5mm Little 'Uns 6 Sided Transparent Dice Transparent tiny little 5mm 6 sided dice in assorted colors, with spots for numbers. Perfect for games where you need to throw buckets of dice, like Warhammer Fantasy or 40K. \$0.20

KOP 60mm 6 Sided Dice A large 6cm gem dice with 6 sides. Watch the gaming board bounce under its weight. \$22.50

KOP 70mm 6 Sided Dice D6 gem dice - 7cm wide! You

could use it for a book-end.

\$30.00

KOP 80mm 6 Sided Dice A huge 8cm gem dice with 6 sides, all you need to knock out your opponents with. \$37.50

JED Poly Dice High-impact dice: D4, D6, D8, D10, D12 & D20 sided configurations. Various colours (black, red, blue, yellow, green, purple & orange). Bland, but serviceable. \$0.65

JED Gem Dice More attractive & expensive than the Poly Dice: D4, D6, D8, D10, D12, D20 - in several colors. You may state a preference, but we will supply at random if color not available. \$1.00

JED Sparkle Dice Clear gem dice with some coloured sprinkles inside, grizzled wargamer types might think they're a little gay, but the kids love 'em. D4, D6, D8, D10, D12, D20 - available in several colors. You may state a preference, but we will supply at random if color not available. \$1.25

JED Pearl Dice Yuppie poly dice with a bit of polish - they've got a pearl-like, marbled look. D4, D6, D8, D10, D12, D20 - available in several colors. You may state a preference, but we will supply at random if color not available. \$1.25

KOP Glow In The Dark 7 Dice Set For those who love night missions and want to add a little atmosphere by playing in the real dark - these dice are for you. A glow in the dark D4, D6, D8, D10, D12, & D20. \$12.95

KOP Star Dice 25mm 6 sided Big 25mm 6 sided dice with stars instead of dots or numbers. Colors are red, black, and white dice. \$2.95

KOP 30 Sided Opaque Dice A large 30 sided opaque dice, in assorted colors. \$4.95

KOP 30 Sided Gem Dice A large 30 sided transparent dice, in assorted colors. \$4.95

KOP 100 Sided Dice The perfect percentile dice, this dice actually has 100 faces - though you'll have to wait half an hour for it to stop rolling. \$13.00

KOP Dragon 6 Sided Dice A 16mm 6 sided dice with a dragon instead of a '1'. \$2.00

KOP Skull 6 Sided Dice A 16mm 6 sided dice with a skull instead of a '1'. \$2.00

KOP Skunk 6 Sided Dice A 16mm 6 sided dice with a loveable skunk instead of a '1'. \$2.00

KOP Teddy Bear 6 Sided Dice 16mm 6 sided dice with a cute teddy bear instead of a '1'. \$2.00

KOP Unicorn 6 Sided Dice A 16mm 6 sided dice with a unicorn instead of a '1'. \$2.00

KOP Bone Dice 18mm 6 Sided 6 sided 18mm dice the color of bone and shaped like your knuckles. Look cute and roll very well. \$2.95

KOP Opaque Round Dice 6 Sided What? How can you have a round dice? Well, each dice is perfectly round, and has spots from 1 to 6. And inside the dice is a small metal ball that falls into slots beneath the numbers. So although the dice rolls for a while, it always comes up with one number. Cute! In several colors. \$2.75

KOP Neon Round Dice 6 Sided Another round dice the same as above, except this one also glows in the dark. Shame we ain't got glow in the dark screens or miniatures! \$2.75

CHX Elemental Dice These are stunning speckled dice that represent each of the four elements. The four types are *Air Elementals*, *Sea Elementals*, *Fire Elementals*, *Earth Elementals*. Each set contains 7 dice, a D4, D6, D8, D10, D12, D20 and DTens10s (10 sides showing 10, 20, 30 etc.) \$10.95 each

CHX Speckled Dice These are stunning speckled dice like the *Elemental Dice*. The colors available are: Jungle Camouflage, Strawberry, Blueberry, Lemon, Mint, Tangerine, Cinnamon, Icing, Chocolate, Candy Corn, Valentines, Space, Granite, Sand, Volcanic, Sea, Sea Foam, Barracuda, Hurricane, Coral Reef, Forest, Pluto, Venus, Mercury, Terra, Uranus, Mars. All have 7 dice, a D4, D6, D8, D10, D12, D20, DTens10s. \$10.95 each

CHX 22mm D6 Speckled Dice (3) These are the same style of speckled dice as the *Elemental dice*, except bigger! Each set includes 3 of the same type of speckled 22mm D6 dice. Colors are: Desert, Jungle, Water, Fire, Sun and Earth. \$7.00

CHX 36mm D6 Speckled Dice These are the same style of speckled dice as the *Elemental dice*, except bigger! You get one large 36mm D6 dice. Colors are: Air, Fire, Earth, Water, Jungle and Desert. \$11.00

KOP Small Dice Bag A cloth dice bag 4" by 5" in size. Several different colors. \$4.00

KOP Large Dice Bag A cloth dice bag 6" x 9" in size. Several different colors. \$8.00

KOP Middle Sized Suede Dice Bag A suede dice bag 6" x 7" in size. Just suede color. \$11.00

KOP Large Suede Dice Bag A suede dice bag 7" x 8" in size. Just suede color. \$14.00

AH Avalon Hill Counter Tray A clear plastic counter tray with lid and dice-wells for forgetful gamers! \$5.00

ARM Hex Pad

Pad of 50 pages, each with half inch hexes on one side & quarter inch hexes on the other. \$5.00

WEL Magtags - Adhesive Magnets (100 x 4cm x 2cm)

Having trouble trying to carry your miniatures around without them bouncing around? Well, here's the best answer possible. Each sheet of MagTags has 100 sticky, flat magnets, which you can peel off and stick underneath your miniatures, whether an element of figures used in DMB and the like, or a single fantasy or sci-fi figure. If the 4cm x 2cm size is not what you need, it cuts easily with a Stanley knife or even a razor blade. Then buy yourself a metal tool box and just place the figures mounted on MagTags in the box, and they stick! (Note, large, heavy figures

like metal mechs or monsters which have a small base diameter would not suit this method.) A figure like a Citadel mounted figure may require one and a half magnets. \$8.00

JED Thick Figure-Basing Cardboard We have perfect cardboard for basing your figures on, especially for DBM and non-Citadel figures that do not come with a base. The cardboard is 2mm thick, with a textured black surface on one side, which is perfect if you need to put some form of modelling clay down before you stick on the figures. The cardboard is two feet wide and almost two feet long. (Actually, the cardboard is old Russian Campaign mapboards!) \$3.50

Ancient Era

AH Age of Renaissance */#

Civilization in the Middle Ages. Picks up where Civilization ends, in the 8th Century. Three to six players vie to re-establish their civilizations via trade while advancing in science, religion, commerce, communications, exploration and civics. While gains are measured in economic terms rather than territorial conquest, the proceedings are still warlike. Against this backdrop of war, plague, famine, and religious strife, and such personalities as Newton, Galileo, Gutenberg, Erasmus, Polo, Da Vinci, and Columbus appear to guide mankind to the threshold of a new beginning with startling discoveries in their respective fields. Victory is not won at the point of a sword but in the acquisition and application of 26 Advances ranging from Caravan to Industry. Includes three campaigns, each of which can be played in an evening. Stunning mounted mapboard 22" x 32", three counter sheet, score pads, 64 history cards, etc. \$109.95

Xeno Alexander's Generals */##

A magnificent game from Xeno games, this is the game of Alexander the Great's Successors squabbling amongst themselves, 323-281 B.C. The game is very similar in mechanics to Milton Bradley's *Shogun*. For 2 - 6 players, each with two historical generals, such as Lysimachus & Cassander, Seleucus & Antiochus, Ptolemy & Menelaos, etc. The sixty province cards are dealt equally to each player, and players then place their armies and garrisons. Armies have up to 18 units, and all stand-up counters have two sides, for fog of war. Units include cavalry, elephants, phalanx, missile troops, skirmishers, garrisons and tirremes. Rules are nice and simple, so you can concentrate on playing the game! For combat, each unit has an attack value against each other type of unit. For example, Elephants kill cavalry on 5+ on a D10, and skirmishers kill elephants on 7+ on D10. Players receive recruitment points from the provinces owned, and certain provinces provide certain troop types at a discount. 23"x25" color map, 552 color stand-up counters, 60 province cards, 4 D10 dice. \$49.95

3W Barbarians 70 BC - 260 AD */###

A huge strategic game with 4 full sized maps covering the entire northern frontier of the Roman Empire, from the Rhine and Danube to the Black Sea. 1,000 counters represent legions, cohorts and auxiliaries for the Romans, warbands and mobs for the barbarians, including Sarmatians, Gauls, Vandals, and Goths. Great leaders such as Caesar, Trajan, Germanicus are represented. There are markers for burned villages, fleets, concealed movement, sieges, dummies, siege towers, bridges, & 18 tactical combat counters. There are 32 scenarios, but perhaps the most appealing is the Free Set-up scenario which begins in 100 AD, where you plan from scratch a strategy for imperial expansion, using an army of 16+ legions. But come the 3rd Century, it will be hard stopping those Goths and Vandals. Special - \$45.00

AH Britannia */#

A 3 to 5 player (but best with 4) game that covers 1000 years of British history where tenacious English tribes had to compete for real estate against the Romans, Angles, Saxons, Jutes, Scots, Picts, Irish, Danes, Norsemen, and more! Players control several nations (not all of 'em are in play at once), each of which must score as many victory points as possible before history kicks 'em out of existence. At the end of 16 turns the player with the most points wins - this makes for a very entertaining fast 'n' furious contest between belligerents. With 256 counters and a 22"x24" mapboard. \$55.00

AH Civilization */#

2 to 9 players lead fledgling empires along the path of political, economic & cultural domination during the dawn of civilization (8000 to 250BC). This classic game requires no dice, yet it wallows in non-violent interaction. Although conflicts do occur, victory cannot be achieved by military means alone. Synopsis: players direct population growth & build cities which in turn attract commerce, this trade b/n empires fosters social & technological growth. \$85.00

→ Advanced Civilization

Box set containing a 48-page rulebook & gamer's guide, additional civilization (8 new) & commodity cards, 4 new calamities, a card credit-sheet, plus rules for evening time limits, eight-player games, pillage, enhanced card attributes, and simplified trading! \$65.00

→ Trade Cards

50 extra cards as included in the original game. \$10.00

→ Western Expansion Map

22"x11" mapsheet extension & African/Iberian AST. \$16.00

GMT Great Battles of Alexander Deluxe */###

After the graphics revolution brought about by SPQR, GMT has been besieged by requests to update the game's graphics. After two years of work, they have created not just a graphic update, but a completely new look at Alexander's battles. Every single component in this Deluxe Edition has been updated or changed. Now has ten battles, with Granicus 334BC, Issus 333BC, Chaeronea, Arbela-Guagamela 331BC, Lygynus, Pelium, Arigaume, Samarkand, Jaxartes. With 720 SPQR style counters, 3 back printed map sheets, etc.. Quite suitable for solitaire play. The mechanics include the gradual loss of a unit's cohesion, historic leader initiative, combat momentum, 'trumping' enemy leader's orders, chariots, elephants, skirmishers, and more. Ancients gamer's delight! \$90.00

→ Diadochoi Allows players to fight some of the most vicious clashes of the post-Alexander era, from 323 to 281 BC. With 240 new counters (lots of elephants!), rules, scenarios. Battles included are Antigonus vs Eumenes 317BC at Paraitacene, Antigonus vs Eumenes at Gabiene, 316BC with lots of elephants on both sides, Demetrius vs Ptolemy 312 BC at Gaza, and Antigonus vs Seleucus 301 BC, at Ipsus. \$30.00

AH Hannibal: Rome vs Carthage */#

A strategy game that lets you experience the excitement and events of Hannibal's march across the Alps and his subsequent 18 year campaign against Rome. If you play Hannibal, you have a leader who outshines all others, as he leads his army of elephants

and mercenaries. If you play Rome, you have massive reserves of manpower, but you will have to wait until later in the war to get good generals such as Fabius Maximus and Scipio Africanus. Your battlefield includes Spain, Africa, Italy, Gaul, Sardinia and Sicily. Can you succeed where Hannibal failed? Includes 2 decks of cards which bring out events and personalities of the period. Over 100 cards, mounted 22x32" mapboard, 132 political marker counters, 64 units & generals counters, etc. \$80.00

AH History of the World

A beautifully designed and presented game which traces the progress of mankind from the dawn of civilization to the threshold of modern times. Starting 5,000 years with the ancient Sumerians, a succession of 49 empires rise and fall with the rapid passing of the centuries. Players receive multiple offers of abandoning their own empire and taking over the control of a new empire that arises, so they never have to stop playing. 2 to 6 can play, and every corner of the Earth is included, from the Minoans of Crete to China's Chou Dynasty, from Alexander the Great to the Mongols, Aztecs, Huns, Romans, Zulus, Vikings, Napoleon, etc. A great game, 48 Empire cards, 64 event cards, four counter sheets, 32" x 22" mounted mapboard, etc. \$80.00

GMT Julius Caesar

Volume 4 in the Great Battles of History series, 960 spinning counters giving each type of fighting unit of pre-imperial, or Marian Rome, 3 double sided maps, 30 legions using the Marian cohort system, with each cohort rated either veteran, recruit, or conscript. Every major battle of the Roman Civil War is covered, including Pompey, Marc Anthony, Julius Caesar, etc. There are special assault rules for fortified camps. Battles include Pharsalus in Thessaly, between Caesar and Pompey, with Caesar's cavalry outnumbered 7 to 1. Munda in Spain, Pompey with 13 legions against Caesar's crack 8 legions. Thapsus in Africa, with Scipio & a Numidian ally against Caesar, etc! \$90.00

→ Dictator: Julius Caesar Module # 1

Rules, scenarios, & a new full color counter sheet, allowing two new battles to be fought: Vercellae in 101BC with Consul Marius against the Cimbric under King Boerix; & Chaeronea in 86BC, Consul Sulla against Archelaus. \$30.00

AH Kingmaker

Popular 2-6 player game of the chaotic War of the Roses: 1450-85. The throne of England, and the power it holds, is the ultimate goal, as nobles vie for the duplicity of seven scattered royals. Features sieges, feudal politics, peasant revolts, pirates, Parliamentary titles, plague, Scottish raids, and a distinct lack of mediaeval chivalry! This game is rife with bold military brinkmanship, uneasy alliances & devious conspiracies. 23"x21" mapboard, 90 Event & 80 Crown Cards (real estate & troop assets plus titles), and 125 force & noble markers. \$55.00

GMT Lion of the North: 1631

A game of the high renaissance using the superb system and unequalled graphics of the GMT SPQR system. Gustavus II Adolphus, the King of Sweden and Lion of the North, introduced Modern Warfare to the world, using rapid-firing artillery, fast-moving infantry, and hard-charging cavalry. Includes Smoothbore Fire Table, 480 counters, three maps, new extensive cavalry rules, artillery barrages, new shock rules to simulate the combined power of shot & pike. The two battles are Breitenfeld, in 1631, where the virtually undefeated Catholic army of the Hapsburg emperor and his allied Germans took on the army of Adolphus. And Lutzen, 1632, where an exhausted Swedish army was forced to attack a re-vamped Imperialist army. \$60.00

AH Machiavelli

A grand strategy game of power politics set in Renaissance Italy during the late 15th and early 16th centuries. Can you, as a leader of a major state or neighboring country, expand your influence over the Italian Peninsula and bring it under your control? Or will a smiling ally defeat your most careful plans by a treacherous stab in the back. The game is built upon the elegantly simple system and mechanics of *Diplomacy*, but also adds sieges, bribes, garrisons, finances, rebellions, assassinations, and natural disasters such as the plague and famine. (The last two are the only two chance elements in the game.) Powers included are Milan, Venice, Florence, the Papal States, France, Austria, Ottoman Turkish Empire. Mounted 22" x 32" mapboard, 520 counters, \$70.00

AH Maharaja

A 3 to 5 player game of 3000+ years of Indian History beginning with the Aryan invasions from the north and ending with the unification under British rule. In this sister game of *Britannia*, each player controls several nationalities of other nations and for having your leader proclaimed the Great King of India. Nations acquire additional armies through natural population increase and reinforcements. Game mechanics are simple, allowing players to concentrate on fast moving game play. Includes 2 sheets of counters, a stunning 22"x24" mounted mapboard, rules, historical notes, 17 victory point cards, 35c. \$65.00

AH New World

2 to 6 European Imperial powers of the 15th to 18th centuries explore, conquer & ultimately colonise the Americas. Players must build fleets to transport people to the New World, & to bring back its resources - unless storms or pirates intervene. Once ashore colonists can raise crops, mine for gold, or push on to new lands, in the process incurring the wrath of the original inhabitants, & facing the unavoidable dangers of climatic attrition. Soldiers must protect territory from subsequent native uprisings, & incursions (polite word for war) by foreign powers intent on plunder. \$45.00

VIC Peloponnesian War

Recreates 28 years of war between the Athenian Empire and the Spartan Coalition, beginning in 431BC. Suitable for solitaire (a successful solitaire player must eventually change allegiances to try and recover the losing side's fortunes!) or group (up to 7 people) play. With 4 scenarios, 200 counters and a 22"x34" map. Mechanics include rebellion, tributes, historic personages, naval warfare, sieges, hostages, bellicosity levels, etc. \$75.00

AH Republic of Rome

An enjoyable, deceptively engrossing card 'n' counter game for 3 to 5 history buffs (a touch of megalomania helps!), each representing a faction of influential Senators vying for the Consulship of Rome. Players ruthlessly compete for peer influence & plebeian popularity, using means both fair & foul to achieve prominence. These unscrupulous cliques must also cooperate somewhat to ensure that Rome doesn't succumb to military conquest, or to restless mobs; but with 250 years of Roman Republic history to play with, that's not going to be easy! Great fun, and educational too, however I pity the poor sod who has to read the rulebook first! \$85.00

GMT Samurai

Fifth game in the SPQR series. This game covers all the major battles of the Sengoku Jidai, the Age of Warring Daimyos, in the 16th Century. There is a revamped command system that simulates the clan oriented levels of leadership, plus simplified shock and fire mechanics. Includes counters of individual samurai who can challenge opponents to collect honor, and if you ignore the challenge you can lose honor and be forced to commit seppuku. Battles include burning castles, thunderstorms, volley-firing musketeers, & are: Okazama, Anegawa, Kawanakajima, Mikita-ga-Hara, Nagashino and Sekigahara. 850 counters, two backprinted 22x34" maps, rules, scenarios, etc. \$90.00

GAM Samurai Card Game

Become a samurai warrior, surrounded by the intrigue, honor and treachery of the Sengoku period (1467-1568). Each samurai seeks to gain honor by serving a feudal warlord, his daimyo. Should he follow the honorable paths of loyalty and swordsmanship, or the dishonorable but powerful way of treacherous ninjas and gunpowder weapons? Each game is a unique test of strategy. The player with the most honor points wins. For 3 - 6 players, ages 10+. With simple rulebook, score counter, 6 dice with clan emblems on each face, two decks of cards with stunning art. \$39.95

GMT SPQR - The Roman Art of War

Features Cannae: 8 Roman double-legions get thrashed by a motley army half their size led by Hannibal. Beneventum: Greek mercenary Pyrrhus leads a night attack on a Roman camp, includes elephants & scorpions. Zama: Scipio & two crack consular armies take on Hannibal's undefeated Carthaginians. Cynoscephalae: a classic legion vs. phalanx battle fought between Rome & Macedonia on a rocky ridge shrouded in fog! Bagradas Plains: the Carthaginians hire a Spartan general to try and kick Roman arse in the 1st Punic War. Uses the excellent mechanics from Great Battles of Alexander, with expanded rules for line commands, elite leaders, cavalry pursuit & war elephants. Includes 2 double-sided 34"x22" maps (70 yards per hex) & 800 beaut counters. Has high solitaire suitability. \$85.00

→ War Elephant 2nd Ed It's back! You must have this module in order to play the other three SPQR modules, Consul for Rome, Pyrrhic Victory, and Africanus. Has 400 counters to cover the period 217 - 190 BC. Two famous battles are covered: Raphia 217 BC, where Antiochus the Great invaded Egypt intent on crushing Ptolemy, resulting in a huge battle of pike phalanxes; and Magnesia 190 BC, where Antiochus got whooped good and proper by the Romans. \$30.00

→ Consul For Rome A double sided map, errata & 12 page rules, that covers two battles. Trebbia, 218 BC, the first major battle of the Second Punic War, between Hannibal and Consul Sempronius leading the Roman legions' doom. \$30.00

→ Pyrrhic Victory Two more battles. First is Heraclea, 280 BC, where Pyrrhus of Epirus used elephants against Republican Rome (who had never seen them before). The other is Asculum in 279 BC, the result being Pyrrhus saying "If we defeat the Romans in one such more battle, we shall be totally ruined!" Two large maps and rules/scenario booklet. \$30.00

→ Africanus Supplement for SPQR with two battles: Baecula in Spain, 208 BC, Scipio against Hasdrubal; and the Battle of Iliipa in Spain 206 BC, with Scipio against Hasdrubal and Mago Barca. Includes a counter, sheet, maps, and scenario book. \$30.00

S&T181 The Fall of Rome

A simulation of various crises in Roman History on a grand strategic level. The game covers several of these extreme crisis periods, from the 1st to the 6th centuries AD, when the likelihood of the Empire being destroyed was at its greatest. These were periods of internal strife and external invasions, culminating in its destruction in the 5th Century. 280 back printed counters and large color map. \$27.00

COA The King's War

A two player operational simulation of the English Civil War. Forces are represented by regiments of Foot (1000 men) and of Horse (700 men) while the personalities of the time are represented by their own counters. Each leader has their own individual rating, which influences all aspects of game play. The map is of all England and Wales. Each player maneuvers his forces and attempts to defeat his opponent by controlling his strategically important recruiting areas while at the same time denying the enemy access to his own. With seven scenarios and the Grand Campaign. 500 counters, Covers walled towns, fortresses, sieges, regional politics, weather, the drummen, revolts, recruitment, Scottish intervention, etc. 22x34" map, player aid maps, charts, rules. \$60.00

COA Zorndorf

It is 1758, and a turning point in the Seven Years War. For the first time Austrian, Swedish and Russian forces posed a threat to the heartland of Prussia. On 25th August, near the village of Zorndorf, 43,000 Russians and 36,000 Prussians fought one of the most savage battles of the war. For nearly 10 hours they hammered each other, but neither would yield, although the Russians suffered 50% and the Prussians 33% casualties. With rules, 3 22x34" maps, over 200 counters, lots of scenarios, and historical commentary. \$50.00

SPI 30 YEARS WAR

An update of a very popular SPI classic. Consists of four famous battles of the Thirty Years War, during the 1700s in Europe. Lutzen, Nordlingen, Rocroi and White Mountain, each with its own map, counters and exclusive rules. The standard rules are common to all four games. 24 page rules, 2 double sided 22"x34" maps (with unit deployment printed on them), 420 double sided full color counters. Can you save the Swedish Empire in Lutzen, defeat the armies of Spain at Nordlingen, successfully besiege the French fortress of Rocroi, and overcome the Bohemians outside Prague in 1620? Low complexity and high solitaire potential. \$36.00

COA 1807: The Eagles Turn East

1807: The Russians have abandoned Warsaw with the French in

hot pursuit. Murat leads a triumphal entry into the ancient capital. Napoleon knows that he is 400 leagues from Paris and on the threshold of a hard, eastern European winter, but he must have the opposite bank of the Vistula River if the campaign to be launched in the Spring is to have its best chance of success. He orders Lannes to cross over...with 400 counters representing every major commander individually rated, brigades, divisions, corps, artillery, regular or light cavalry, & infantry. \$75.00

Art of War Magazine # 23/24 Includes a module for 1807.

\$7.00

The Art of War Magazine # 25 Clash of Arms quarterly magazine.

This issue contains tactics for from Valmy to Waterloo, as well as expansion rules for Achtung-Spitfire, a Command at Sea scenario, the Graf Spee, a narrative history for 1807: The Eagles Turn East, and Advanced Rules for Landships. \$4.00

3W Battle Of The Alma

The first major battle of the Crimean War where the Russian commander boasted he could hold his position for at least three months. The first combined British and French frontal assault on the bluffs suffered horrendous losses due to leadership problems and stiffness of the Russian defenses. But the second Allied attack took the bluffs - the whole affair taking less than 12 hours. Includes 300 excellent full color counters, 2 34"x22" maps, play aid cards, etc. Highly suited to solitaire play, the chief focus of the game being leadership. Special - \$25.00

AH Blackbeard

An extremely fast paced 1 to 4 player game of the high days of pirates. Medium complexity, with high solitaire capabilities. You command several historical pirates and King's Commissioners. Fast Action cards bring merchants over the horizon, or ports to be sacked or plundered. But all manners of ill fortune can get in the way, such as warships, storms, scurvy, mutiny, etc. Game includes two mounted mapboards, 16 page rulebook, 64 cards, 8 ship logs, 2 counter sheets. \$85.00

PAC Blood & Iron

Between 1848 and 1871 Prussia, guided by Otto von Bismarck, became the dominant nation in Europe. This game shows the campaigns which one after another shaped the night of imperial Austria and enabled Bismarck to unite Germany into a world power under Prussia's leadership. Has easy to learn game system and scenario-specific enhancements which simulate the changing technology that shaped combat. With 600 backprinted counters, 2 full color maps, rules, and six scenarios, the first introductory one can be played within minutes of opening the box. Others are 1859 Franco-Austrian War, 1864 German-Danish War, 1866 Seven Weeks War, etc. Special - \$35.00

AH Empires In Arms

A richly detailed grand-strategy game of the Napoleonic Wars of 1805-1815. 2 to 7 players endure political treachery, economic hardship & war as they guide a nation thru a maze of conflicting national interests and military ambitions that characterised this bloody era. Contains 1008 counters & 20 25"x35" maps. The 48 page rulebook covers suing for peace, prisoner exchange, port blockades, supply chains, force marches, foraging, sieges, trade revenue, Spanish gold, civil disorder, levies, guerrillas, and so much more! A magnificent multi-player simulation of great scope & grandeur with 5 scenarios & 4 campaigns. \$80.00

AH Enemy in Sight

An exciting card game of skill and luck depicting the age of fighting sail. From the might Ships of the Line to the fast and mobile American frigates capable of making 14 knots in an open sea. Break the Line, rake the enemy's bow, set her afire and send across a boarding party to take her home as a prize. Blockades, Fire Ships, Running Aground, and Weathergauge all play a role in a constantly evolving naval battle reminiscent of Horatio Hornblower. Simple rules, 40 counters, 176 color cards, for 2 - 8 players. \$40.00

GU Friedland

A stunning game by a new company, Games USA. This wargame has a miniature's feel, with unit counters of divisions being 1" by 1/2", with area movement on the map, so your units look like divisions arrayed in line for battle. The battle is Friedland in 1807, between Napoleon and the Russians under Bennigsen. Features every major corps, wing and army leader, units are divisions and brigades for infantry, brigades or regiments for cavalry, and artillery in batteries of 4 - 8 guns. With five scenarios, including the full battle. Back printed counters showing infantry and cavalry in line, artillery batteries ready for action, and national flags for leaders, provide fog of war. With middle complexity rules, 380 counters, 18"x26" colorful area movement map, rules, scenarios. Recommended. Special - \$40.00

COA Jena

1806AD. With five scenarios that span the opening engagement of Saalfeld through the incredible French victories of Jena and Auerstaedt. The Campaign Game opens with the French corps exiting the mountains of Franconia and Thuringia. The French look for the Prussian armies, and suddenly both Brunswick and Napoleon find their armies abreast one another by heading in the opposite direction. Now it is a race to see which army can adapt to circumstances quickly. With 3 34"x22" maps, 420 counters, rules, combat chart, offboard movement track. \$50.00

COA Kolin

In June of 1757, Frederick the Great and his highly trained army of Prussia, collides with the veteran troops of Austrian Field Marshall Von Daun. Frederick suffers his first defeat in one of the most vicious battles of the Seven Years War. Based on the popular La Bataille system, Kolin offers the first authentic treatment of battles during the Age of Reason. Special command and movement rules reflect the inflexible and difficult nature of commanding armies of the day compared to their Napoleonic descendants. With 420 counters, 3 34"x22" maps, standard and special rule books, charts, tables, historical commentary. \$55.00

COA La Bataille D'Espanjol - Talavera

A simulation of the culminating battle of Wellesley's 1809 counter offensive against the French in Spain. The game is played on 4 17"x22" period maps over which a hexagonal grid has been laid. Each hex is 100 meters. There are over 700 counters, infantry being regiments or battalions, cavalry in regiments, and artillery in batteries. And ideal game for solitaire or two players. Features excellent historical commentary. \$55.00

COA La Bataille D'Albuera-Espagnol

A simulation of the hardest fought battle of the Peninsular War. The battalions of Imperial France, pitted against a desperate coalition of Spanish, Portuguese and British troops, mud ried the field of their enemies, thereby lifting the siege of Badajoz, capital of Estremadura. All of western Spain hangs in the balance. With 34x22" map, 400 counters. \$55.00

COA La Bataille de Corunna-Espagnol

1809, January 11th. A very much worse-for-ware British army

Napoleonic Era

40 - Wargames: Napoleonic - American Civil War

straggles into the port of La Corunna. Of the 35,000 men who had started the retreat, only 15,000 are now under arms. But what really matters to Sir John Moore as he surveys harbor, is not so much the condition of his army, but that the fleet has not yet arrived. And also, Marshal Soult is hot on his heels. Can Sir John buy enough time on the field of battle to allow his army to embark upon the ships when they arrive? With 3 scenarios, 34x44" map, 200+ colorful counters, rules, historical commentary, etc. \$55.00

COA La Bataille De Ligny ***/###
The first of three boxed sets detailing the climatic moments of Napoleon's last 100 days as Emperor. This game reproduces this epic encounter on four 34x22" period maps with nearly 1000 counters. Each hex is 100 meters. Infantry are presented in their regimental and battalion organizations. Cavalry are deployed in regiments, artillery by batteries. Distinctions are made between line, light, guard, and other elite formations. Each unit is rated individually for melee and fire combat, morale, movement and range. \$70.00

COA La Bataille de les Quatre Bras ***/###
The second game in the Waterloo series. This reproduces that fateful afternoon on one 34x22" period map with nearly 600 counters. Marshal Ney is given command of the left wing of the Armee to pursue English troops spotted near Brussels. He launches a drive for the Belgian capital, but first must seize the all important cross roads at Quatre-Bras, knowing that somewhere in the tall rye and light woods ahead waits the Duke of Wellington and thousands of English and Allied troops. \$70.00

COA La Bataille De Mont St Jean ***/###
This is NOT a complete game. To use it you must own both La Bataille de Ligny and La Bataille des Quatre Bras. This rather heavy boxed set contains 4 maps that cover the entire Waterloo battlefield, a thick rulebook covering the battle, including 7 scenarios and extensive historical commentary, charts and tables. Questions that can be answered by playing these scenarios and reading the commentary are: Why did Napoleon wait until midday to start the battle, why did he wait 12 hours before chasing the Prussians at Ligny, why was not Ney stopped wasting time leading unsupported cavalry charges, etc. \$60.00

COA La Bataille de Wavre ***/###
This is NOT a complete game. You must own La Bataille de Ligny to Deluxe Mont St Jean to use it. While the Battle of Waterloo was in progress, Blucher left one corps to wait and guard the Dyle River crossing for as long as possible, while the rest of his army hastened off to help Wellington. Thielemann, commander of this Prussian corps, was about to march off and leave his post when Marshal Grouchy's corps, sent to pursue the Prussians after fleeing Ligny, happened upon them. General Vandamme organised his troops and sent them in against Wavre, and the battle was in full swing. With 2 maps, thick rulebook with 4 scenarios, historical commentary, etc. \$55.00

TGI Marengo **/###
The Battle of Marengo, June 14th 1800, was a culmination of a sweeping plan of maneuver which carried the mark of Napoleon's brilliance. Massena defended Genoa, tying down Austrian strength and attentions, while Napoleon crossed the Alps in the Austrian rear. The Austrians under Melas turned and attacked Napoleon along the Bormida River near the village of Marengo. The battle opened with an Austrian attack, which through the course of the day saw the French army defeated and retreating - but then Desaix arrived with fresh troops, and Napoleon immediately went onto the attack, and snatched victory from the Austrians. With 280 gorgeous counters, 22"x34" map, series and game rules, four major scenarios, dice. \$60.00

COL Napoleon **/###
On June 18, 1815, one of the most decisive battles in military history was fought in Belgium fields twenty miles southeast of Brussels. Within a short 100 days, Napoleon, former Emperor of France, had returned from exile on the island of Elba, again seized power, quickly assembled an army, and marched to face the British and Prussian armies preparing to invade France. This is where the game begins. Has a full color mapboard 22" x 17" of southern Belgium. All three armies maneuver about this board which uses a point to point movement system. The units are 84 wooden blocks with a sticker facing the player, so your enemy does not know what your units are. When units of opposing sides meet, the pieces are placed on a battlefield board, and the battle is resolved. For two or three players, with updated 3rd ed rules. Printed in 1994. \$45.00

COA Napoleon at Leipzig **/###
His Grande Armee shattered on the Russian Steppes, Napoleon tries to regain the initiative in Germany. His erstwhile allies Prussia and Austria turn traitor and attack him. His most solid foe, Russia, sends its massive army lumbering across the Vistula River into Europe proper. Even Sweden has joined them. Draining every reserve the French Empire has left, he prepares to meet them. With three levels of play, excellent for solitaire or up to 8 players, 360 colorful counters, great maps, etc. \$45.00

SPI Napoleon's First Battles **/###
Covers four of Napoleon's earliest battles presented in easy, quick playing wargames. Game counters represent the historical regiments, brigades, and leaders which actually participated in each battle. The game system is divided into basic and advanced rules including command control, elan/morale, and fog of war. The four battles are Montanotto against the Austrians, Arcola against the Austrians, The Pyramids where Napoleon took on the Mamelukes in Egypt, and Marengo against the Austrians again. Includes 400 two sided counters, 4 17x22" maps, etc. \$36.00

SPI Napoleon's Last Battles **/###
A stunning presentation and update of a very popular SPI classic. June 1815 finds a triumphant, but beleaguered Napoleon again on the throne. Napoleon is outnumbered and virtually surrounded; his only chance to maintain the throne and the position of France is to gain a significant military victory. So Napoleon decides on an offensive designed to destroy two of his opponents and drive the English from the continent. The game includes Ligny, Quatre Bras, Wavre and La Belle Alliance. With leaders, brigade level units, campaign game and 7 scenarios, 340 counters, 24 page rules, 2 beautiful 22"x34" maps which list all unit set-up locations and reinforcements. Rules are moderate complexity with high solitaire potential. \$36.00

COL Quebec 1759 **/###
A unique strategy game depicting the historic campaign and battle between French and British forces for control of North America. The game is played on a 32"x11" colorful mapboard with wooden counters which represent the actual regiments, militia, Indians, and naval forces that served in the campaign. If strategic cunning is your forte, Quebec 1759 gives you the chance to restage this dramatic event and influence its outcome.

As the British you must launch a successful assault across the river to invade French territory, and you can make feints to keep the French player off his toes. With 50 wooden pieces giving fog-of-war, with simple rules and set-up so you can set-up and play within 5 minutes. \$36.00

DEC Rebels & Redcoats Vol 1 */###
Covers four battles in the American War of Independence. The game system simply but accurately recreates the battlefield conditions with a move-fight-rally play sequence to simulate the grand tactics of the American Revolution. Additional rules cover command control, morale, artillery, light infantry and dragoons. Each battle is represented by its own units and map along with exclusive rules to recreate the unique conditions of each battle. Famous leaders are included. Battles include Bunker Hill, Monmouth, Brandywine Germantown, etc. 440 counters, 2 22x34" maps, 16 page rules, 2 player aid cards. \$36.00

DEC Rebels & Redcoats Vol 2 */###
A complete game covering eight more battles in the American War of Independence. Rules are the same as Volume 1, and the battles include Cowpens, Guilford Court House, Eutaw Springs, Hobkirk's Hill, etc. Includes 360 counters, 2 22x34" maps, 16 pages of rules, dice, player aide cards. \$36.00

PAR Risk Deluxe */#
Without doubt one of the most popular and famous board games, this deluxe version of the game is well worth the investment. Set in the Napoleonic era, 3 - 6 players each begin with the world equally distributed amongst themselves. Players then distribute their battalions upon those world areas they own, placing one or more battalions on each area. One battalion is a plastic infantryman, five are represented by a cavalryman, and ten are represented by a cannon. Each player is also given a secret mission card. To win, you must achieve the condition set upon the card. For example, your mission may be to eliminate yellow player, or conquer all Africa, or hold any 20 zones at one time. Combat is very simple, merely one dice thrown per battalion you have in combat in that area. With a large, colorful mounted mapboard, mission cards, land cards, 300 plastic figures. \$70.00

JUM STRATEGO */#
One of the best mass-market wargames of all time, up there with Chess and Risk. Stratego is a two player game set in Napoleonic times. Each player has 40 plastic pieces, with one Marshall, one General, multiples of lower ranks including Majors, Sergeants, Bombs and Miners, one Spy and one Flag. Your opponent only sees the back of your pieces, only you know what they are. There is no luck involved. Each turn you move one piece. When you want to attack another piece, you each turn your piece around. The higher rank wins, and the lower rank is removed. Same ranks kill each other. The Spy is killed by anything, but he can kill the enemy Marshall. Bombs kill everything except for Miners. Your objective is to kill the enemy Flag - that's the only way to win. Sounds simple, but perfecting a strategy that protects your flag while trying to kill the enemy flag will take dozens of games! The game comes in several formats, as below:

Stratego Travel \$25.00
A small travel version in a sturdy plastic case & click-in pieces. The ranks are numbered 10 down to 1 on the actual pieces, making combat quicker to resolve. A "10" kills a "3" for example.

Stratego Compact \$30.00
A small boxed set, with small mounted 10.5" x 10.5" mapboard, plastic pieces which clip into plastic bases.

Stratego Original \$50.00
This is the version I own. A 19" x 19" mounted mapboard and 3D plastic pieces of little castles with the soldier's picture.

Stratego 4 \$80.00
There have been a lot of people waiting for the release of this one! This is four or three player Stratego - and with a few changes! The mounted mapboard has two sides - one for 3 players and one for 4. The 3D plastic pieces have the numbered soldier's rank inside them, so enemy on your flanks can't see the rank. You have 20 pieces each. There is a two level plastic fortress in the centre of the board, and you must carry your flag to the top of the fortress - but keep it there - to win. Other players can capture your flag and carry it away too. Any piece can carry the plastic flag. Cannons (you have two) can be fired only once each, with of range of 3 squares and a clear line of sight - but whatever they shoot at dies. The new rank of Captain can move 2 squares, like Scouts. You also have a "Promotion Card". After you have recorded 6 kills of enemy pieces, you can get back one of your losses. With a 19" x 19" double sided mounted mapboard, 80 3D plastic pieces, 4 plastic flags, plastic fortress.

GMT The Battles of Waterloo **/###
Modern warfare's most famous battle. Do you try to take Hougomont? Where and when do you commit the reserves? And what do you do with the Prussians? The game features the most stunning Napoleonic counters I have seen, and features five scenarios: Quatre Bras where Ney tried to seize the crossroads; Ligny, where the Prussians received a licking from Napoleon; June 16, where as the French you must fight both Ligny and Quatre Bras at the same time; Wavre, where the Prussians must hold out against Grouchy; and June 18, covering the Battle of Mont St-Jean plus the battle of Wavre. Features rules with a historical flavour, 480 counters, 3 double printed maps. \$80.00

AH War & Peace **/###
In 1804 Napoleon Bonaparte was made Emperor of France by self-coronation, in blatant disregard to the sanctity of divine right and noble birth. Incensed by this outrageous affront to the legitimacy of their royalist governments, the European monarchies branded Bonaparte an outlaw and plunged the continent into a decade of war. This epic conflict is recreated in nine moderate-complexity campaign scenarios plus a multiplayer 1805 to 1815 Grand Campaign! Components includes a 44"x16" mapboard (40 miles per hex) and 1040 counters (representing fleets, leaders & armies of infantry, cavalry, militia or elite guards) featuring France, England, Austria, Prussia, Russia & Spain, plus 19 minor allies. \$60.00

COL War of 1812 */#
In July 1812, the young American Republic sought to redress grievances against Britain by declaring war and invading British territory (Canada) to the north. After a bitter thirty month struggle known as the War of 1812, the conflict ended in a negotiated stalemate. This game gives you the chance to achieve a significant victory. With a full color 32"x11" period map with town to town/lake to lake movement system; fifty wooden pieces with a sticker on one face to give fog-of-war, and simple rules and set-up so that you can be playing within ten minutes from starting set-up. \$36.00

AH We the People */#
An entry level game following the history of the American Revolution, which uses a system of cards that allows players to both move their armies and employ political warfare to obtain

their goals. A player wins by judicious control of the events that shaped the revolution, while pursuing the objective of control over the colonies. As Washington you lead the fledgling forces of the Continental Army, given clandestine French aid. As the British Crown, you field your famous Regulars, aided by a powerful fleet. 16" x 22" mounted mapboard, 150+ cards, 132 counters, play aids, etc. \$85.00

AH Wooden Ships & Iron Men **/##
An excellent tactical simulator of naval warfare from 1776 to 1815 - where two players can partake in a single ship duel, or multi-players can slug it out in a complex fleet engagement. The mechanics utilise ship logs & simultaneous hidden movement to superbly recreate the spontaneity & unpredictability of ship to ship combat. Rules include fire ships, fouling, grapp-ling, toppling sails, boarding, drifting, collisions, ammunition types, raking, weather effects, shallows, etc. With 27 scenarios, a 22"x28" mapboard & 180 counters. Recommended! \$60.00

American Civil War

VIC Across Five Aprils */###
Uses simple, quickly flowing rules to recreate the battles of 1st Bull Run, Pea Ridge, Shiloh, Gettysburg, Bentonville. Smaller battles can be played in one hour; larger ones taking 3 - 4 hours. Very high solitaire suitability. Each turn represents 45 - 90 minutes, and each counter is a brigade. Each hex is 300 yards. 252 counters, 3 22" x 34" maps. \$75.00

TGI April's Harvest **/###
April's Harvest portrays the surprised Union army and the Confederate drive through the Union camps. Later, the Union player will cross his fingers that the variable entry of Buell's Army of Ohio happens sooner than later. After avoid (hopefully) disaster, the Union player will be in a position to ditch it out as the battle enters its 2nd day. Rules recreate fast, furious action, fog of war, detailed morale, & 280 counters, 4 major scenarios, stunning 22x34" map, etc. \$60.00

COA Autumn of Glory **/###
A two player operational simulation of the Union campaign of 1863 that resulted in the capture of Chattanooga. This event provoked the Confederate high command into taking the offensive, culminating in the shattering battle of Chickamauga. Players assume the roles of Rosecrans and Bragg. The strong union forces begin poised to sweep the board but their final objectives are geographically separated. The weak Confederate forces must remain flexible and hang on until help arrives. And how much help is coming is anyone's guess. Units during the game remain inverted on the map until combat occurs. With a 22"x34" map, 240 counters, two rulebooks, etc. \$40.00
The Art of War # 23/24 Includes a complete expansion for Autumn of Glory, called Grant Takes Command, including 140 counters and scenario rules and explanations. \$7.00

COL Bobby Lee **/##
Another excellent wooden-block game from Columbia Games. This game brings to life the American Civil War from 1861-65, covering the war in the east, focusing on the one hundred miles between the two rival capitals of Richmond and Washington. You can fight a campaign or five scenarios covering First and Second Battles of Bull Run, Antietam, Fredericksburg, Gettysburg, etc. With a stunning hex based full color 22" x 25" mapboard, 84 wooden counters with stickers, etc. Once enemy units both occupy the same hex, a battle is resolved using a full color battlefield map, with left and right flanks, centre, and reserve, for both players. \$52.00

AH Geronimo **/##
This game actually looks pretty good. As Indian player your troops include the finest light cavalry the world has known: Apache, Sioux, Kiowa, Cheyenne, Comanche, Blackfoot, Arapaho, etc. Arrayed against this fierce cast are the technological gains borne of the American Civil War which brought opportunity followed by defeat. Against artillery, galling guns, the telegraph, and Springfield Rifles, the Indians had no defense. Add the effects of Smellpoxx, Federals, Texas Rangers, tribal wars, and corrupt Indian agents, you begin to understand why Native Americans refer to the forty year period of 1850 to 1890 as the Trail of Tears. Players also change sides throughout the game to experience both the thrill of empire building and the agony of inevitable defeat. Mounted mapboard, 3 counter sheets, over eighty game cards, reference charts. \$75.00

SPE Gettysburg: Three Days in July **/##
By Speer Games, this is the most visually appealing and playable game of the Battle of Gettysburg in the American Civil War. With a stunning 21" x 37" mounted mapboard of Gettysburg, Pennsylvania, and surrounding area with hex movement and 137 one inch plastic standup pieces, with a flag on one side and the unit on the other, to give fog of war, representing every infantry, cavalry and artillery unit present at the battle. 16 pages of rules are easy to follow, and players record damage to units on unit score pads provided. Also has various play aid cards and tables. Weighs over 2.2 kg! Crazy Special \$48.00

GMT Glory */###
This is the first game in GMT's *Gameplay* series. It covers three battles, First Manassas, Second Manassas and Chickamauga. The game system combines sophistication with ease of accessibility - the rules are less than 8 pages long, with almost no charts. There are 3 optional playing methods that allow you to shorten playing time; the scenario booklet includes unit deployment, very few optional rules, and specific victory conditions; high suited to solitaire play, and all battles occur on single maps. 400 counters, 2 x 22"x34" maps. \$70.00

AH Here Come the Rebels **/###
The 2nd game to use the rules in STONEWALL JACKSON'S WAY. This game is a two week campaign where the Confederate player is attempting to secure Maryland, and the Union player is trying to stop him. There are also several scenarios focusing upon various engagements in the campaign. \$60.00

COA Lees Takes Command **/###
A two player simulation of the Seven Days Campaign of 1862 that broke McClellan's siege of Richmond. This event shattered Union hopes of ending the war quickly and gave birth to the legend of Lee and his invincible Army of Northern Virginia. Union forces begin the game poised to conduct the final assault on Richmond but their units are geographically separated and McClellan is a fumbler. Powerful Confederate forces are massing on the Union right flank. Includes a 22"x34" map, 240 counters, two rulebooks, player aid cards. \$37.00

AH Roads to Gettysburg **/###
Part three in the Great Campaigns of the American Civil War

series, this game covers Lee's invasion of Pennsylvania, June - July 1863. As Lee you have to make Pennsylvania feel the hard impact of war, a decisive military victory on northern soil in the summer of 1863 could bring the war to an end and gain independence for the Confederate States of America. As the Union General Meade, you have to catch this army and crush it to end the war. By the time this Gettysburg campaign is over, some 50,000 men will die. Contains easy to learn rules and several scenarios that can be played in an hour. Beautiful maps are based on maps of the day, and there are 520 counters, 2 22" x 32" map sheets, ammunition pad, counter tray, & several display cards. Game play includes a command radius, various types of actions, unit activation, etc. \$75.00

AH Stonewall in the Valley **/###
The full campaign in the Shenandoah from March to June 1862. Stonewall's tiny Valley Army is confronted by three Union armies. In six weeks he out-maneuvers all three, taking them on individually, defeating them all and sending them fleeing from the Confederate's bread basket. With three beautifully hand painted maps based on Civil War originals, with roads, pikes, trails, railroads, villages, mountains, and waterways. Each of the many scenarios are unpredictable and can turn any way. With 2 counter sheets, rules, charts, counter tray, etc. \$70.00

AH Stonewall Jackson's Way **/###
Covers the second battle of Bull Run in central Virginia during 1862, wherein "good ol' boys" Longstreet, Robert E. Lee and Mr. Stonewall himself gained such notoriety in the North for their adroit leadership. Features two absolutely stunning 32"x22" map sheets (2000 yards per hex), plus units ranging from regiments to corps. Game I link-up with future releases. 520 counters. \$85.00

AH Stonewall's Last Battle **/###
The Chancellorsville Campaign. The Union General Hooker crosses the Rappahannock and threatens Lee's flank with 83,000 troops, near a wooded crossroads name Chancellorsville. Lee sends Stonewall Jackson to flank march through the Wilderness and fall upon Hooker's rear, shattering the Union XI Corps and causing Hooker to retreat. With such odds against you, can you do the same and pull off a miracle? With 22x32" mapsheet, 260 counters, charts, etc. \$65.00

COA The Army of the Heartland **/###
During the first bloody years of the American Civil War, many of the most important campaigns occurred in the West, the "heartland" of both sides. It was here that the rebel Army of Tennessee poured out its blood; Johnston bleeding to death in a Shiloh peach orchard... the fruitless victory at Chickamauga. Each defeat led to bitter infighting and rapid command changes. No wonder the Army of the Heartland was so unsuccessful in the end. With over 90 individually rated leaders, 560 counters, two 34" x 22" maps, nine scenarios plus campaign. \$60.00

VIC The Civil War 1861 - 1865 **/###
A grandiose game that encompasses both the bitter, costly campaigns of the East and the less enthusiastic skirmishes that waxed & waned in Texas & the Western Territories. The mechanics stress leadership (and so they should too, with over 60 individual commanders represented), and include naval operations, marauding Indians, rail supply, cavalry screening & guerrilla raids, variable game-turn length, year-long scenarios, plus a campaign. Features two 22"x32" maps (25 miles per hex) and 520 counters. \$65.00

GMT The Three Days of Gettysburg **/###
This game is the most stunning American civil war game I have seen. Both the standard of the full color counters and maps is better than anything I have seen before. It really gives a feel of that crucial battle. The game concentrates on the use, effects, and personalities of battlefield command, and on the tactical difficulty in maneuvering such large numbers of troops and bringing them to bear tellingly on the enemy. The combat system concentrates on the combined effects of unit morale, momentum, and fatigue. Includes a staggering 1,680 beautiful counters, 3 22"x34" maps, seven scenarios. Brigadiers are rated with Action Profiles to dictate their behaviour when on their own; great fatigue rules. Very playable. \$99.00

Xeno This Hallowed Ground **/##
The American Civil War in the style of *Axis & Allies*, by Xeno Games. Contains a light card 22"x34" color map, 104 plastic pieces that represent 6 different troop types for both Confederate and Union: armies, cavalry, leaders, recruits, Veteran infantry, elite infantry. The plastic figures are about 23mm high and are very high quality. There are also 140 counters representing ships, forts, entrenchments, 119 counters, 70 mini poker chips to represent stacking, 10 dice, simple rules, which cover: naval units, entrenchments & forts, railroads, command control, bombardments, recruitment, Union blockades, blockade runners, Confederate raiders, and Indian uprisings. \$60.00

World War One

AH Colonial Diplomacy */##
A stand alone game of Colonial Diplomacy, using all of regular *Diplomacy's* rules and game system. The game spans 60 years of exciting history from the Opium Wars, the Crimean War, the struggle in Egypt and the Sudan, through to the Russo-Japanese conflict of 1905. Includes a superb mounted mapboard, and plastic pieces, 7 conference maps, and rules. Designed by an Australian! \$100.00

AH Diplomacy */##
A classic boardgame of abstract grand strategy, where 2 to 7 imperialistic nations try to carve out niches for themselves in pre-WWI Europe. The game's dice-free mechanics are simplistic in design, allowing players to immerse themselves in the machiavellian politics of empire building. Military successes will still win the day, but only if built upon prudent diplomatic machinations. By that I mean alliances between nations - the staple diet of Diplomacy players, and rife with examples of outrageous collusion, naive trust, brazen intimidation, and so much more. An ideal way to find out who your real friends are, and to test the limits of your guile! \$65.00

ADG Fatal Alliances II **/###
A World War I campaign module for *WORLD IN FLAMES* 5th Edition. It includes 600 counters (air, land & sea units from 19 nations), A4 map overlays (WWI central Europe & WW2 Scandinavia Off Map Box variant), a 28 page rulebook, plus a Build & Morale chart. You must own *WORLD IN FLAMES* 5th Edition to play this module. Special \$20.00

AH Knights of the Air */###

Recreates the deadly combat of WWI air war. Each airplane in this game has been researched to present the same strengths, weaknesses and idiosyncracies it demonstrated in real life. Once you have learned the tricks of your aircraft, you can dare to risk all in a dogfight. Air combat is conducted in a series of maneuvers as each pilot tries to position his plane for the killing run. With experience, new and more complicated maneuvers become available. To win you must master your aircraft and exploit your opponent's aircraft's unique flaws. With color 22x32" mounted mapboard, maneuver cards, large performance cards for each plane type, counters, dice, rules. \$50.00

COA Landships */##
Covers the Great War at grand tactical level. The 420 counters represent infantry platoons and cavalry squadrons, or a single tank or artillery piece. Each turn is around five minutes and each hex on the eight geomorphic map sections is 100 meters. Easy to play rules with over 20 scenarios get you playing right away. Trace the story of combat from the simple slaughters of 1914 to the sophisticated combined arms offensives of 1918... \$45.00
The Art of War Magazine # 25 Clash of Arms quarterly magazine. This issue contains tactics for from Valmy to Waterloo, as well as expansion rules for Achtung-Spitfire, a Command at Sea scenario, the Graf Spee, a narrative history for 1807: The Eagles Turn East, and Advanced Rules for Landships. \$4.00

AP The Great War at Sea Vol I **/##
This is the most stunning WWI naval wargame I have seen. With gorgeous full color counters of ships that fought in the Mediterranean from 1911 to 1918 from the countries France, Russia, Austro-Hungary, Turkey, Germany, Great Britain, Italy, and Greece. Players plot the movement of their fleets on the strategic map in advance. When opposing fleets meet, play moves to the battle map where ships maneuver and fire on each other with guns and torpedoes. More than 50 scenarios recreate naval actions in the Mediterranean, and range from small actions to a massive campaign game covering the whole war in that theatre. With 8 pages of rules, 280 1/2" inch counters and 180 1" counters, three maps. Fantastic. Special - \$10.00

PAN Warlords **/##
An entertaining multi-player (3 to 7) wargame of social turmoil and military expansionism set in the faction-torn provinces of China from 1916 to '50. The simple mechanics include such things as famine, revolts, foreign aid, guerrilla warfare, & taxation. Victory is dependent upon how well one dominates inter-player skills such as bribery, coercion and negotiation, but careful resource management & bold militarism might just win the day, and being a S.O.B. helps too! Special - \$2.00

World War Two

AH Advanced Third Reich ****/##
A comprehensive study of the battle for Europe and North Africa. This is an expensive beast with a famous pedigree. Components include two painted 22"x31" map sheets with 1" large (60 mile) hexes, 1040 counters (Corps level) representing air, land & naval assets from 24 nations, a 64 page rulebook, plus a 36 page appendix. The mechanics feature unit construction, logistics, economic warfare, strategic air & naval operations, overruns, international politics, diplomatic missions, 25 non-historic randomly selected variants for both the Axis & Allies, technological advances, 7 scenarios, and much more. This is a rich experience for 1 to 6 determined aficionados! \$90.00
→ **Empire of the Rising Sun** ****/##

The *Third Reich* rules for the war in the Pacific. This can be played with *Third Reich* or as a complete stand alone game. Recreates the war in the Pacific in WW2 using the popular grand strategy rules of *Third Reich*. With codebreaking, kamikazes, & the atomic bomb, quarterly turns, BRPs, sophisticated carrier combat, rules that create the uncertainty and tension of the great naval battles, and alternate scenarios that let you wonder what if US carriers had been at Pearl Harbor, or China had collapsed, etc. With rules to link with *Third Reich*, five counter sheets, 2 22"x31" map sheets, etc. \$99.00

MB Axis & Allies **/##
A rather big game of global grand-strategy for 2 to 5 players. Beginning in 1942, the five world powers must expand their territory to deny the enemy land, as well as increase their vital industrial resources to thus increase armament production. Mechanics feature secret weapon development, strategic bombing, and submarine warfare. Components include a colorful 19"x33" mapboard and 299 plastic miniatures representing infantry & tank armies, carrier task forces, destroyer flotillas, sub packs, fighter & bomber squadrons, AA divisions, etc. This is a great game where you can happily quaff the Vic Bitter and still win! Recommended. \$90.00

The World At War **/##
By Xeno Games, this is a deluxe *Axis & Allies* expansion. Gives new rules that allow for more realism to the game and actually starts the game in 1939. These rules may be used with either 1st or 2nd ed A&A. This boxed expansion comes with 238 plastic playing pieces in four colors, and a 18"x30" full color map that is very easy to see where all the countries etc are. More territories have been added, the Germans can build SS troops; there are rules for cruisers, and the Japanese can do Banzai charges. There are rules for paratroopers, and beware! Those minor countries are now fully armed! \$55.00

RHI Decisions in France **/##
We've been able to grab a handful of this ziplock bag Rhino Game. Its June 25th, 1944: the allied armies are ashore in Normandy. The game illustrates the bloody bocage fighting in Normandy, the tremendous effort the allies undertook to breakout from the coast, the lightning fast mobile warfare across France, and the exploits of Patton's 3rd Army. Can the Germans mount an effective counterattack with the nine panzer divisions in Normandy? This and many other questions can be answered by playing the game. 400 counters, map, play cards, rules. \$45.00

JED Europe at War */###
A low complexity grand strategy game where 1 to 4 players direct the economic & military growth of a European power from 1941 to '45. Features 282 counters representing leaders, infantry armies, armored corps, elite forces, aircraft & naval assets, plus three 8"x22" mapboards. The rules cover the influence of the naval war & Japan, as well as A-bomb development & political variants (ie: the assassination attempt on Hitler). \$20.00

AH Naval War */##
An amusing beer 'n' pretzels game where unassuming gamers wave handfuls of cards about, shout furiously at each other (or the dice), and recklessly fling numbered cubes about, until

someone wins! Uses 54 cards representing a varied selection of multi-national warships, from carriers to torpedo boats, and a selection of 108 cards to initiate salvos, carrier strikes, destroyer torpedo attacks, submarine attacks, minefield laying, smoke screens, repairs, etc. An entertaining change of pace for all ages. Ideal for 3 to 6 players, plus a cold slab of beer. \$25.00

GMT Operation Mercury **/###
In the Spring of 1941 the German blitzkrieg crushed the Balkans, and rapidly overran Yugoslavia and Greece. The Allied forces retreated to Crete, and Hitler was pressured to take the island a.s.a.p. so that the Allies could not keep airbases there, as it was May and the invasion of Russia was set for June. So he sent in his crack Paratroop units and a Mountain Division, and though they took Crete, the airborne troops suffered so badly he never used them in a major operation again. Includes 400 counters, including Australia and New Zealand, 2 22x34 map sheets, dice, etc. \$60.00

AH Squad Leader 4th Edition ****/##
An award-winning & popular tactical game of small-unit combat in Europe. 712 counters representing individual leaders & vehicles, infantry squads, support weapons, fortifications, etc. Four 8"x22" mapboards (40 meters per hex) feature urban & wilderness terrain. Includes 12 scenarios, plus comprehensive skirmish rules covering leadership, morale, smoke, off-board artillery, radio control, mines, bunkers, rubble, fire, river crossings, roadblocks, mortars, flamethrowers demo charges, AT guns, and so much more! \$70.00

Cross of Iron An east-front expansion for *Squad Leader* that features a restructured armor and artillery system, as well as new troop types (eg elite) and support weapons. Includes 8 scenarios, an 8"x22" mapboard and 1096 counters. \$55.00
Crescendo of Doom Introduces the troops, vehicles and equipment of France and England to the system, as well as a host of minor nationalities, including Poland, Belgium & Finland. With many new rules, 2 mapboards, 1324 counters. \$65.00
GI: Anvil of Victory Its the Americans, plus revised infantry counters for the other combatants. And naturally it contains more advanced rule additions, plus 14 scenarios, 1568 counters, 5 mapboards, and some terrain overlays. \$80.00

AH Up Front **/##
This is a simplified adaptation of *SQUAD LEADER*, a great card-based simulation of man-to-man combat in Europe. Soldiers, heavy equipment, and support vehicles are represented by individual cards; players maneuver their forces via action cards over constantly changing terrain cards. The scale of the game changes in terms of the relative ranges between opposing forces, with most combat occurring within 500 meters during the course of player turns. Components include 322 illustrated colour cards, and 304 counters. This is a great game, rich in detail yet easily playable in the space of an hour. Mechanics include tanks, smoke, pillboxes, partisans, mines, flamethrowers, wire, ambushes, artillery, heroes, prisoners, and more. \$50.00

ADG World In Flames Deluxe 6th Edition ****/###
Award-winning Australian game. A strategic level game of the Second World War. Seven full color maps portray all the theatres of war: Europe, Russia, Africa, the Middle East, India, Asia, the Pacific, the Atlantic, and more importantly, Australia. 3,400 full color counters represent the armies, corps, and divisions, the aircraft carriers, battleships, cruisers, and air groups that took part. Players make strategic decisions that decide the fate of nations. What forces to produce, where to commit them, and when and how? This final edition has new, graphically stunning maps and counters. The maps have larger hexes with the most accurate terrain yet seen in a strategic game. This deluxe version includes Ships in Flames, Planes in Flames, Asia Aflame, Africa Aflame, and Mechs in Flames. All their rules have been revised, simplified and incorporated into the main rules. With scenarios and campaigns. Thoroughly recommended. \$160.00

DAYS OF DECISION II A game of politics and war during the volatile years 1936-46. You, as leader of one of the nine major world powers, must guide your country through these dark and difficult times, pitting your wits against the other world leaders to ensure that your ideology holds true and your country is victorious. With 800 counters, large map, rules, charts. \$70.00
PLANES IN FLAMES GOLD EDITION (With over 20 new aircraft types) Contains 600 new aircraft counters (plus more AA units, V-Weapons, the A-Bomb, & Chinese garrison units) - covering every major plane of WWII, all of them drawn in exquisite full-colour camouflage schemes (!), and all individually rated. Includes new WIF rules such as pilot training, lend-lease, carpet bombing, night missions, tank busting, 5th Ed. WIF errata (!), etc. Special \$20.00

FATAL ALLIANCES II World War One add-on for WIF. See description under WW1 heading. \$20.00
ASIA AFLAME Gold Edition Contains 200 double sided full color counters, 236mm x 584mm of central Asia, 175mm x 294mm map of Scandinavia, and 8 page rule book. Other additional rules include artillery units, AT gun units, tank destroyers, field artillery, rail guns, amphibious units, minisubs, etc. Special \$30.00

THE 1994/95 WORLD IN FLAMES ANNUAL This 72 page Annual includes a free new expansion kit, *Mechs in Flames* including 200 full color counters (WIF counter sheet # 3). There are 72 pages on WIF, PIF, SIF, ASa, AfA, MiF, DoD II, including players notes & hints on play, Mahan 101, WIF/DoD II after action report, Fracturing the French Front puzzle, 1939-46 WIF/DoD II campaigns, complete & up to date errata, etc. \$30.00
SHIPS IN FLAMES Provides very fleet carrier, light carrier, battleship, battlecruiser, pocket battleship and heavy cruiser that ever sailed or was planned during WW2. Allows you to expand WIF with hidden task forces, integrated submarine and naval warfare, separate carrier planes, technology advances, range, speed, separate attack & defense factors, transports, etc! 1000 counters, Task Force Division, rules. Special \$20.00

Advanced Squad Leader

AH ADVANCED SQUAD LEADER ****/###
This is ONLY a rulebook - more specifically a sturdy 3-ring binder with an attractive dust cover. Inside are 176 pages of text, with 8 separate reference cards. Featured chapters are - introduction, Basic Infantry Rules, Terrain, Ordnance/Offboard Artillery, Vehicles Design, Your Own (with German & Soviet equipment notes), plus an index. An outstanding production. \$90.00
ASL ANNUAL 91 64 pages with 16 scenarios. Articles include a Red Barricades series replay, Axis Minors in ASL, the scenarios in Last Hurrah, ASL notes on operation Market Garden,

an overview of the ASL Oktoberfests, and details of the German PakPkw Maus with counter air. \$30.00

ASL ANNUAL '92 80 pages with 14 scenarios. Articles include Japanese manpower & material in ASL, series replay of scenario A41, reference notes on the ANZAC Independent Companies, Allied Minors in ASL, a campaign-game system for UK commands with 13 scenarios, and more. \$30.00

ASL ANNUAL '93 Part A 80 pages with scenarios and articles on ASL. More details next catalog. \$20.00

ASL ANNUAL '93 Part B 48 pages containing scenarios, and the first ASL mini historical campaign, a battle between the US Marine Corps & the Japanese during the first few days fighting on Guadalcanal. Also covers the Canadians in ASL, reference notes, & a new fortification - Pacific Tiger Traps. Includes a card map lift out for the campaign game. \$22.00

ASL ANNUAL '95 Avalon Hill finally released the '94 ASL Annual, except since it was released in 1995, it is called the 1995 ASL Annual. Includes nine terrain overlays, Japanese paratroopers, a scenario set in Java, campaign notes, the Allied invasion of Normandy, 24 new scenarios, comprehensive Q&A and errata, minimizing the effects of routing, Normandy scenarios notes. \$45.00

ASL ANNUAL '96 The latest ASL Annual, featuring an article on snow in ASL, moving, motion, and non-stopped status, Atlantic '93 Scenario Analysis, tips on cave and cave complex setups, and full of new scenarios, etc. \$35.00

BEYOND VALOR MODULE 1 Contains an extensive German and Russian force pool: 2396 counters representing every major vehicle and gun used by the belligerents - from horse-drawn wagons to the gargantuan IS3. Includes a large assortment of markers, leaders, infantry squads, and support weapons as well. I pity the poor bugger that has to carefully cut 'n' trim this lot! Also features four 8"x22" mapboards (#20 to 23, all urban) and 10 scenarios. \$90.00

PARATROOPER MODULE 2 This module introduces the advanced mechanics to SQUAD LEADER players. Contains ALL the necessary counters & markers for the 8 scenarios provided (recreating US airborne operations during the Normandy Invasion). Features one (#24) mapboard, 478 counters, plus Chapter K - a 24 page ASL primer! Note - requires mapboards #1 to #4 to play. \$50.00

YANKS MODULE 3 Obviously this is the American expansion set, it contains 1048 counters with the usual plethora of AFVs, ordnance, heavy equipment, leaders, NCOs, grunts, and markers. There are also four 8"x22" mapboards (#16 to #19), 8 scenarios, Chapter E (26 pages of miscellaneous rules - night, weather, ski troops, boats, swimming, air support, gliders, paratroopers, convoys, barrages, etc.), plus U.S. vehicle notes for chapter H. \$90.00

PARTISAN! MODULE 4 Features 8 scenarios specifically pitting guerrilla operatives against the Germans and their allies - from the rugged mountains of Greece to the shattered streets of Warsaw. Contains 260 counters (axis minor infantry & support weapons), plus two 8"x12" mapboards (#10/32). \$40.00

WEST OF ALAMEIN MODULE 5 An expansion set that features the British army, with 1264 counters representing everything from the 2pdr. Portee to the Churchill Crocodile. Also includes Chapter F (rules for desert terrain, arid weather, sun blindness, heat haze, heavy dust, mud, etc.), plus Chapter H notes for British equipment. There are 8 scenarios, five 8"x22" desert mapboards (#25-29), a 7"x22" escarpment map and six pages of terrain overlays. \$99.00

THE LAST HURRAH! MODULE 6 Eight challenging 1939-41 scenarios set in Poland, Belgium, Holland, Crete, Norway & Yugoslavia (one has Polish Uhlan cavalry tackling Panzer II's from a German divisional recon patrol). Contains two mapboards (#33 & 11) plus 260 counters (featuring Allied models). \$40.00

HOLLOW LEGIONS MODULE 7 This package presents the Italians; whose fighting prowess was unfairly maligned at squad level. Contains 2 desert mapboards (#30 & 31), 652 counters (covering every major weapon), 8 scenarios (from North Africa to Russia), and the relevant pages for Chapters H and N. \$60.00

CODE OF BUSHIDO MODULE 8 Presents the Japanese army and rules for the Pacific theatre. Contains 660 counters covering all major Jap vehicle, gun & troop types employed from the 1930s to 1945. Also includes 4 mapboards (#34 to 37), 4 sheets of jungle overlays (35 in all), 8 scenarios, Chapter G (16 pages covering jungle terrain, banzi charges, kamikaze tank-hunters, hara-ki, pack animals, etc), plus Japanese additions for chapter H. \$95.00

GUNG-HOI MODULE 9 Contains 1008 counters introducing the nuggety US Marines, the Chinese army, plus an assortment of Japanese & Allied landing craft. There are also 28 more pages for Chapter G (covering cave fighting, bulldozers, the tropical climate, assaults landings, beach obstacles, naval gunfire, reefs, piers, etc), Chinese notes for Chapter H, two mapboards (#38 & 39 - jungle & airfield), 19 beach/sea/river overlays, and 8 scenarios. \$99.00

CROIX DE GUERRE (Cross of War) MODULE 10 This module adds the 1939-40 French, Vichy French, and Free French, to ASL. It contains the entire order of battle including personnel, weapons, and vehicles, two new mapboards (#40 and #41), one sheet of building, stream, etc overlays, 8 pages of revised rules, Chapter H historical & DYO, and 8 scenarios. There are over 600 counters. \$80.00

RED BARRICADES HISTORICAL MODULE 1 We decided to stock this module again due to sudden demand after the success of *Kampfgruppe Peiper I*. The mapboard, 31x45", has 1" hexes depicting Stalingrad's huge Red Barricades ordnance factory and surrounding environs. Also Chapter O, 88 counters for marking fortified buildings, Cellars, AT ditchers, Soviet Molotov Projectors and mine-laid 33B. Includes three separate Campaign games for street fighting. \$60.00

KAMPFGROPPE PEIPER I HISTORICAL MODULE 2 A game of Tactical warfare in the Ardennes in 1944. It deals with the desperate fighting between US and German SS forces around the village of Stoumont Belgium, during the Battle of the Bulge. The huge two piece 31" x 45" full color map depicts the village and surrounding environs, and has been painstakingly researched to ensure a maximum of historical accuracy., with roads, buildings, streams, etc. Elevations vary from -2 to +9. Contains over 400 counters, 4 scenarios, the Campaign game (including 8 scenarios), and Chapter P, which introduces pine woods, barbed wire fences, narrow streets, slope hexsides, and rules for running campaigns such as this one. \$75.00

KAMPFGROPPE PEIPER II HISTORICAL MODULE 3 A companion that expands upon the MODULE 2. Includes update to Chapter P with several new terrain types; three different campaign games covering the entire battle. In the campaigns, surviving units and equipment are retained for the next campaign scenario, a critical tactical dimension - conservation of force - is added. No more suicidal charges at the last turn of each scenario! Six scenarios use small portions of the two maps, and one monster scenario uses all the maps! 2 maps, 7 scenarios, counters, Chapter P rules update. \$80.00

PEGASUS BRIDGE HISTORICAL MODULE 4 The gliderborne D Company, 2nd Oxfordshire and Buckingham Light Infantry seize a key bridge over the Caen Canal in Normandy. This elite

company must hold the bridge until relieved. They repulse eight different German counterattacks from the 21st Panzer Division and 716th Infantry Division until relieved. With on 22"x32" map, Chapter Q, 224 counters, new vehicles, 6 scenarios. \$60.00

SOLITAIRE ASL SOLITAIRE MODULE 1 ##### Has numerous charts and tables for generating enemy units, random events, and mapboard configurations. The highly detailed and historically accurate unit activation tables are arranged on various full color nationality cards - one each for Americans, Russians, and Germans, allowing you to play any one of these three sides against the other. As the German, you can also fight against Partisans. Unknown enemy units are represented on the mapboard by the presence of Suspect? markers, which could be dummies or nasty surprises! Random events each turn can also bring on reinforcements. With 14 new scenarios, 260 counters, generation cards, Chapter S. \$70.00

ASL ACTION PACK # 1 This pack contains ASL Boards # 42 and # 43 as well as eight new scenarios specifically designed for use with these new boards. The actions in these battles span the length of the war - from 1939 to 1945 - and the length of Europe - from Poland to Sicily, from Russia to France. Also has a color coded playing aid to help you through the somewhat complicated OBA section of Chapter C. \$40.00

ASL & Squad Leader Boards The following is a list of all the mapboards which we stock for ASL and Squad Leader. All are the same price, ASL & SL Boards 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 30, 31, 42, 43. ASL Deluxe Boards (with big hexes) A, B, C, D, E, F, G. \$12.00

Critical Hit Approved ASL Supplements

Critical Hit is a company in the USA that produces a superb ASL magazine called *Critical Hit*, released twice a year. They also produce a range of ASL products such as scenario packs. If you are an ASL player and wish Avalon Hill released a lot more titles, then this range will make you very happy! (It's also a lot cheaper than the ASL Annual!)

○ **Critical Hit Magazine Issue # 1** 32 pages of articles for ASL. Scenarios include British & Canadians against the SS in 1944, the Germans try to sieze Balta from Soviets in 1941, an American assault upon a line of Japanese pillboxes and trenches in 1943, an engagement on the Normandy DD Beaches, a Tiger I assault upon prepared Soviet positions in 1943, etc. \$16.00

○ **Critical Hit Magazine Issue # 2** Eastern Front Special issue; featuring Siberian ski-troops, tips and variety for Red Barricades, & scenarios covering the Western Ukraine 1944, Siberian ski troops in action in 1942, Canadians against Germans in 1945, the Japanese invade Guam in 1941, a final push by the Germans into Stalingrad, Poland 1939, a Blitzkrieg assault, etc. \$16.00

○ **Critical Hit Magazine Issue # 3** 60 pages of articles and scenarios for ASL. Includes a gripping battle between SS Germans and Polish assisted by a solitary British Daimler armored car in 1944 in Holland; Aussies come under intense Japanese armor and infantry attacks in Malaysia 1942; two SS Panthers toast six Shermans in France 1944 (unless you can save them!); an armored clash between Soviet Guards and the Japanese in Manchuria in 1945, etc. \$16.00

○ **Critical Hit Magazine Issue # 4** 46 pages of articles for ASL. Includes an article for conducting armored assaults, focusing on armored infantry, ten scenarios ranging from D-Day, 1941 Russian front with Russian paratroopers, Hungary 1945, Egypt 1942, etc; historical commentary from WW2 participants; articles regarding tournaments; strategy ideas; new item reviews, etc. \$16.00

○ **Critical Hit Magazine Issue # 5** 48 page magazine full of articles for ASL, as well as 12 ASL scenarios. Articles include using obstacles effectively, scenario design, scenarios including israel vs Egypt in 1948, the last German army assault in Russia, Poland 1920, the amazing famous battle where the German Tiger I Commander Wittmann almost single handedly destroyed over 50 British tanks and halftracks. \$20.00

○ **Critical Hit Magazine Special Edition** This is a superb production. Features 10 counters (needs mounting on cardboard), a light card sheet of a village, a vernacular version of Chapter F, designed to encourage ASL players to game in North Africa; ten scenarios; an article on desert tactics; details on the Finnish army; an article on Tiger tanks in Tunisia, etc, with a scenario of the Tiger I's first combat action in Tunisia. \$25.00

○ **Critical Hit Magazine Issue # 7** Features an article on artillery fire, more great scenarios, color goodies, play aids, etc. *Due May*. \$20.00

○ **ASL Platoon Leader** Includes five complete campaign games, with complete campaign game rules, ready to slip into your ASL rulebook, and all the scenario details required to run the battles. The campaigns are the British against the Japanese in 1945 in Burma, the invasion of Vichy-French North Africa by US and British forces, a savage Finnish/Soviet battle in 1939, Japanese against US Marines in 1943, and the Australians against Rommel in Tobruk. \$16.00

○ **ASL Cemetery Hill** You must own *Platoon Leader* to use this campaign. A brand new campaign depicting the fighting on Crete between the Greek and New Zealand troops and German Fallschirmjäger for the Galatas Hills; including professionally printed color overlays, a new reinforcement group chart, scenarios, etc. \$13.50

○ **Armored Stand - Platoon Leader Pack II** A campaign game for *Platoon Leader* listed above. The game depicts the battle between the American 25th Infantry Division and the Japanese 2nd Tank Division in the Philippines in 1945. Includes campaign, new rules, a full sheet of color overlays, etc. *Due March '97*. \$16.00

○ **Primrose Bridge - Platoon Ldr Pack III** A campaign game for *Platoon Leader* listed above. The game depicts the fight for the bridge called Primrose in Sicily, 1943, between German and British paratroopers. Includes campaign, new rules, color overlays, etc. *Due March '97*. \$16.00

○ **OAF (On All Fronts) Pack I** Has ten scenarios, including a Soviet T-34 counter attack against a German Tiger I advance, the American 82nd Airborne verses SS Panzer Grenadiers, Soviets try to close the last east-west corridor into Berlin in 1945, a Japanese assault in 1942 leaves them trapped, etc. Also has a small wood, river, and village. \$16.00

○ **Gemblox: The Feint** A set of eight scenarios and a new *Platoon Leader* campaign game. The set depicts the

fighting during the Battle of France 1940. Includes a full color map extension depicting a Belgian village, a historical booklet, play aids, etc. *Due March '97*. \$29.00

○ **ASL '96 Pack Ten** scenarios for ASL that require ownership of boards 2,5,6,10,16,17,18,11,20,21,23,35,37. Scenarios include Sicily 1943 with the Big Red One taking on the 15th Panzer Grenadiers Division, China 1938 where Chinese Communists fight the Government, France 1940 where K Battery of the Royal Horse Artillery took a stand to delay the attacking Panzers south of Dunkirk, Malaya 1942, Hungary 1945, Korea 1950, etc. \$16.00

○ **ASL Rout Pak I - Aussie ASL Pack** 8 scenarios featuring the British and Commonwealth forces during WW2, including a Kiwi tank attack that runs afoul of an 88mm L56, a Scottish infantry unit tries to defend a small village against a joint armor/infantry attack, an engagement between British with PzTs verses six Panthers - guess who wins! \$13.00

○ **ASL Rout Pak II** Ten more scenarios for ASL, including a Finnish assault on the entrenched Soviet 163rd Ukrainian Division, French and Germans go head to head in France 1940, Japanese-Americans assault a dug-in German position in 1944, a Japanese attempt to take Guadalcanal's airfield, etc.. \$16.00

○ **Jatkosota ASL Pack** Takes the ASL player into the heart of Finland's Continuation War, where re-entered the war on the side of Germany in order to take back its land. Includes the Finnish offensive into Soviet Karelia in 1941, Finns recapture Viipuri, the Soviet offensive of 1944, Finnish troops with Panzerfausts, the Finnish Armored Division, etc. With over 42 color paper counters & 27 B&W counters. \$19.00

○ **Leatherneck** Twelve scenarios for ASL focusing on the US Marine Corps as they take on the Imperial Japanese Army across the far reaching Pacific battlefields - from Guadalcanal to Okinawa, including a impossible Marine attack against a stolid Japanese defense of Okinawa, a gripping battle with 18 Japanese tanks attacking Marines with just 3 Shermans, 2 75mm GMC and 2 37mm ATGs. The battle was a slaughter - but whose? \$16.00

○ **Soldiers of the Negus** A new module depicting the Italian conquest of Ethiopia. Includes a sheet of mounted counters, nine scenarios covering a wide variety of actions from 1935-36, a historical booklet, and a new rules section. Was the Italian-Ethiopian war a simple conquest of tanks, machine guns and aircraft against spears? Find out! \$26.00

○ **Defeating Enemy Armor** A brand new tips book for ASL players interested in winning tank vs tank wars in their scenarios. Loaded with strategy, tips, examples of play. *Due May*. \$15.00

○ **All American: 82nd Airborne Module 1** Stars the paratroopers of the 82nd Airborne "All American" Division that dropped out of the night sky before the landings on D-Day. With a professionally printed game map on heavy stock, designers notes, a historical booklet, ten scenarios with a battle manual, and B&W photos of locations. *April '94*. \$40.00

Europa Series

GRD BALKAN FRONT ****/###
Recreates the campaign in the Balkans from the autumn of 1940 to the summer of 1941. It covers the failed Italian attempt to conquer Greece, the German blitz which overran Yugoslavia and Greece, and the German airborne assault on Crete. (A complete revision of the old game Marita-Merkur.) With two maps of Yugoslavia, Albania and Greece, 720 counters, scenarios covering the grand campaign and the individual campaigns in Greece, Yugoslavia and Crete, and some "what ifs". \$75.00

GRD FOR WHOM THE BELL TOLLS **/###
The Spanish Civil War, fought from July 17, 1936 to April 1, 1939, cost Spain over one-half million people, and as the war progressed, it drew the participation of thousands of non-Spaniards. The supine and hypocritical attitude of the western democracies towards the intervention by Nazi Germany & Fascist Italy on the side of the Insurgents encouraged the dictators in their belief that they could do anything they pleased. A 2nd game included in this boxed set is a hypothetical German invasion of Spain. With 1,680 counters, 1 1/2 maps, rules, charts. \$130.00

GRD POLAND - FIRST TO FIGHT **/###
On Sept 1, 1939 Germany unleashed a new weapon that permanently changed the face of warfare. Blitzkrieg swept over Poland and in 30 days the balance of power was reshuffled and Europe was at war. The two maps in this game depict Poland & its neighbours at a scale of 16 miles per hex. The extensive terrain types show the diversity of Eastern Europe: from mountains to marsh, open plains to dense forest. The counters represent the German, Polish & Soviet forces that fought in the campaign. Ground units are scaled at divisions, brigades, regiments & battalions, & aircraft are in groups of 40-60 aircraft. 1,056 counters, 2 maps, charts, rules, scenarios. \$90.00

GRD SECOND FRONT ****/###
This game depicts the western Allied campaigns in Italy, France and Germany, from 1943 through to 1945. All the tactical forces of the western Allies and all the problems they face to defeat the German armies and win victory in Europe are in this game. The greatest coalition in history awaits your orders. Plan your campaign and ready your forces - for you lead the crusade in Europe against the Nazi regime. Features a detailed ground operations system, new and improved air rules, an expanded naval system with task forces and carrier groups, detailed airborne and amphibious invasion systems, political and strategic rules covering everything from Allied cooperation to Italian surrender to the collapse of Germany. With 4,800 counters! 4 maps, charts, rules. \$225.00

GRD WAR IN THE DESERT ****/###
This game recreates the struggle for North Africa and the Near East, from O'Connor's offensive against the Italians in '40 to the Axis surrender in May '43. Contains all the forces from British cavalry to Tiger tanks, from Italian CD.42 biplanes to giant B-24 Liberators. Has the Europa forces and orders of battle for Turkey, Iran, Iraq, Transjordan and Egypt 1939-45, the forces garrisoning North Africa and the Near East for Great Britain, Italy and Vichy France; American forces available for operations in Europe, Africa, and the Near East, 1939-42. With 1,680 counters, 7 maps, rules, OB books, charts. \$150.00

GRD EUROPA MAGAZINE # 49
The official Europa Magazine, issue # 49, focusing on the war at sea during WW2, covering the Soviet navy, Royal Navy Order of Battle 1939-40, Reducing Dice Rolls on Second Front, etc. \$12.00

GRD EUROPA MAGAZINE # 50

Wargames: African Campaign - Eastern Front - 43

The official Europa Magazine, issue # 50, focusing on the war in the air during WW2, including the Luftwaffe in the East, the French air forces, Rapid Fire Bombing, etc. \$12.00

African Campaign

JED AFRICAN CAMPAIGN 2nd Edition **###

A fast, desperate game of the desert war from late 1940 to early 1942. The mechanics include airpower, fuel supplies, hidden minefields & fortresses. Components include 168 counters and an 11"x32" mapboard. Rommel's meagre forces of mobile panzers & hesitant Italians tackle an assortment of Commonwealth forces in a very fluid battle along the coast, with both sides quite happy to ignore stubborn concentrations of defensive lines. \$25.00

COL MEDFRONT **##

Contains two complete games. The first is the Spanish Civil War. This game simulates the tragic and chaotic civil war between Nationalist and Republican forces that engulfed Spain from 1936-1939. The second is the campaign game of the Desert War, from 1940 - 1943, with several scenarios including Crusader, Battleaxe, and the "Torch" invasion of Morocco and Algeria by American and British forces. With two full stunning color maps which link together, 50 wooden counters with stickers giving fog-of-war, hex movement system, and compatible with West Front and East Front. \$46.00

COL ROMMEL IN THE DESERT **##

The third game in Columbia's superb East Front series, which uses one hundred 20mm square blocks for counters, which are rotated to record step losses, and also provide realistic fog of war. This is a very fast moving, challenging, tense and playable game of the combat in North Africa from 1940 to 1942. Uses a unique command structure that forces players to make realistic choices as generals, rather than trying to get that perfect 3:1 attack on units in front of your forces. Players will achieve victory by employing speed, daring, and surprise. Unit activation by headquarters is a key element of game play, and burns up supply at a tremendous rate - so you must think out your overall strategies very carefully. Color mapboard is 12" x 36". 7 scenarios. \$60.00

MOM TRIUMPHANT FOX ***###

It is 6.30pm, 26th of May, 1942. Panzerarmee Afrika, led by Erwin Rommel, is about the begin its drive towards the Gazala Line. Over a thousand tanks and 250,000 men would taste victory and flit with disaster at the same time. When the sand settled four weeks later, Tobruk had fallen and the Afrika Corps would race for Alexandria. The centerpiece of this game system is its innovative *highly interactive* sequence of play. During the Operations Cycle you grapple with your opponent for the Initiative to activate your formations and conduct various actions. Includes 240 counters, 22x34" map, rules, historical commentary, campaign and several scenarios. \$75.00

TGI TUNISIA Nov 1942-May 43 ***###

A showdown between Rommel and the Allied forces in Tunisia. Wedged between on-coming Allied forces, the Axis forces must choose who to assault first. Rommel chose to strike the green and untired Americans - will you? The game is unique in that both air forces are evenly matched, so anything can happen. A follow on game from the Guderian's Blitzkrieg, using the same rules system as Enemy at the Gates. With 780 counters, series and game rules, charts, 6 scenarios, etc. \$75.00

Western Front

COA ACHTUNG - SPITFIRE **##

This game simulates tactical air to air and air to ground combat over Europe from 1940 - 43, the days in which the Spitfire sent terror in the hearts of the German pilots who opposed them. Includes a clever mission generator that allows players to recreate famous missions and even campaigns. Uses the same system as Over the Reich, with 280 counters, 24 aircraft data cards one 34x22" map, rules, etc. \$75.00
The Art of War Magazine # 23/24 Contains a large supplement for Achtung Spitfire, with several plane data sheets. \$7.00
The Art of War Magazine # 25 Clash of Arms quarterly magazine. This issue contains tactics for from Valmy to Waterloo, as well as expansion rules for Achtung-Spitfire, a Command at Sea scenario, the Graf Spee, a narrative history for 1807. The Eagle, Turn East, and Advanced Rules for Landships. \$4.00

VIC AMBUSHI ***###

Designed specifically for solitaire play. A system of mission cards and programmed paragraphs are used to determine enemy tactical decisions, with combat reactions resolved by sequenced action rounds. Unit scale is individual men & vehicles - each of the player's squad must be rated for command, initiative, perception, weapons skill, driving skill & movement. The player selects, equips, and then leads a squad of American troops on 8 specific missions through German-occupied France. Contains 218 counters & two 16"x22" maps (10 yards per hex). Includes rules for panic, evasive movement, grenades, satchel charges, assault combat, minefields, boobytraps, wounds, vehicles, tanks, and more. \$80.00

AH B-17 QUEEN OF THE SKIES *###

A solitaire game where the player controls the 10-man crew of a B-17 flying fortress. The goal is to survive 25 missions. The B17 moves across a strategic mapboard, zone by zone, from England to the target and back. Die rolls in each zone determine the appearance, number, type and position of enemy fighters. The B17 can take a lot of punishment, but a lucky hit can prove fatal. As the mission grinds on wounded crewmen, low ammunition, burned out engines, oil leaks, and more interceptors begin to take their toll. Includes mission abort, ace gunners, random events, flak, B 17 damage locations, frostbite, weather, fighter cover, etc. With 88 counters, an 11"x16" mapboard, a mission log, & lots of reference charts. \$50.00

AH BATTLE OF THE BULGE 3rd Edition *###

The thunderous impact of bursting shells ignites the pre-dawn gloom, heralding Hitler's desperate Ardennes offensive. 3 German armies slam heading into the unwary Americans, but their momentum is arrested by a determined defense. The struggle becomes more intense as the Panzers, already low on fuel, attempt to break the deadlock before Allied reinforcements arrive. This entry-level game has 194 counters, a 14"x22" mapboard, a 40 page book containing historical background. \$40.00

AH BREAKOUT NORMANDY **###

At last - another game using the superb area-movement system as Turning Point Stalingrad. It is a graphic portrayal of the first week of battle of D-Day, June 1944, in which Rommel's panzers struggled to throw the Allies back into the sea. The semi-simultaneous movement system provides the ultimate in player interaction-induced tension without the tedium of recorded moves. As Germany you must decide whether to safeguard or destroy bridges, and whether to commit your Panzers now or hold them back waiting for poor weather to keep away Allied planes. As the Allies, do you advance cautiously towards bridges, risking their being destroyed before you get there, or make sudden & dangerous advances. Includes solitaire rules, sudden death victory conditions, a choice to opt between assault or bombardment, etc. A 16"x44" mounted mapboard, 36 page rulebook with heaps of diagrams, 394 counters & play aid cards. \$70.00

GMT BRITAIN STANDS ALONE **###

This game allows players to fight one of the most intriguing "what-ifs" of the Second World War. The game explores the hypothetical possibilities of Operation Sea Lion, assuming that the Luftwaffe had succeeded in winning air superiority and then gone on to inflict serious losses on the Royal Navy. Given these circumstances, could the Third Reich have won WW2 in the fall of 1940? Play the game and find out for yourself! Additional campaign notes allow players to begin the game by fighting the Battle of Britain, adjusting the invasion possibilities based on the outcome of the air battle. With 480 counters, two maps, rules, player aid cards, etc. \$60.00

AH D-DAY 3rd Edition *###

Another redesigned entry-level (that's Avalon Hill's dictum for a beginners game) classic. On June 6th 1944 the American & Commonwealth forces launched a massive seaborne assault that punched through Hitler's much-lauded coastal defenses. Tentative beachhead became irresistible breakout, and the liberation of western Europe began. Includes 110 counters (mostly Corps level), a 14"x22" mapboard (60 miles per hex), and an illustrated 36 page battle history. Rules cover weather, carpet bombing, mulberry harbours, airborne drops, etc. \$40.00

GMT FRANCE 1940, VICTORY IN THE WEST **###

Uses the same system as Arctic Storm. Has extensive historical information, including highly accurate orders of battle, historical commentary, and the most detailed wargame map of France and the lowlands yet published. Rules cover exploitation, reaction, panic, overruns, blitzkrieg, refugees clogging up roads, plus a flexible air game. Scenarios include fall of Holland, a full historical campaign, and 18 alternative historical options to test out. Includes 720 counters (with bicycle units!), two maps, reference cards, etc. One to two players, 2 - 20 hours. \$75.00

JED FORTRESS EUROPA ***###

An entertaining game covering the West Front campaign, from the initial Allied landings to the bitter struggle for Germany. Both players have an opportunity to achieve victory. The Allies are able to conduct two invasions per game, however the Germans may thwart the landings with their hidden panzer reserves. Includes rules for airpower, paratroops, partisans, volkssturm, mulberries & naval bombardments. Contains 400 counters and a 22"x24" map. Unboxed. Very entertaining, and cheap! \$12.00

GMT INVASION: NORWAY **##

The German invasion of Norway led to one of the most innovative and dynamic campaigns of the entire Second World War. This game simulates this fascinating campaign using a streamlined version of the acclaimed Britain Stands Alone system. Fully integrated land, air, and naval rules accurately portray the complex interplay of warfare in three dimensions (land, sea and air) in a way that is easy to learn and play, and keeps both sides constantly involved in the game, because every action you take may be detected and reacted to by your opponent. 560 counters, one 22x34" game map, one 22x17" off-map Operational Display, player aid cards. Single ships, battalions, & squadrons. \$70.00

AH LONDON'S BURNING ***###

August 1940: Defend London against German bombers and fighters in this solitaire or two player WW2 game. Try to intercept and shoot down the Luftwaffe raiders before they bomb your airfields and installations in southwest England. You command two RAF fighters in this tactical game, but if you do well in your missions, England will survive, but if you fail your missions, the Germans may triumph. In the two player game, you and a wingmate co-operate against the Nazis, or the other player controls the Nazis. With 190 counters, two 16"x22" stunning full color mounted mapboards, rules, 8 scenarios. \$70.00

S&T160 MEDWAR **##

S&T magazine presents a gripping account of the war in the Mediterranean from 1943-44, focusing on the air and naval operations preceding the land invasions of Italy and the islands about Italy. Both sides did not use their air or naval power to full potential, so this game has plenty of scope for historical experiments and "what-ifs". Can you stop the Germans evacuating Sicily? This game can also be used in conjunction with the other Italian campaign games by S&T magazine. Over 200 counters of aircraft and ships, map. Special Price \$5.00

COA OVER THE REICH ***##

Simulates tactical air to air and air to ground combat over Europe from 1943-45. Designed by JD Webster, who brought us Air Superiority and Speed of Heat. This game brings the same flavor to WW2 air combat. With 240 great colorful counters and one 34"x22" double sided map. Each aircraft covered is covered by a complete page of information & statistics, adding depth & realism to the game. Rules are extensive and include scenarios. \$55.00

AH PANZER LEADER **###

A damn fine game of tactical combined-arms combat between swarms of Allied AFVs and the stoic German Kampfgruppen from 1944 to '45. Components include four geomorphic 8"x22" mapboards (250 metres per hex), 20 scenarios (from D-day to Bastogne & Remagen Bridge), and 384 counters (platoon scale) representing assault guns, tank destroyers, armoured cars, SP artillery, AT guns, mortars, combat engineer platoons, fighter-bombers, etc. The reader-friendly mechanics include close assaults, indirect fire, overruns, mines, roadblocks, bunkers, and opportunity fire. A pleasant distraction. \$65.00

AH RAID ON ST. NAZAIRE ***###

At 1.28 AM, on March 28th 1942 - a small flotilla of torpedo boats & British commandos raided a German-occupied French port, with the intent of blocking the Tirpitz's Atlantic route. Within the next few hours this elite force will have run amok, destroying installations and sinking docked vessels; despite a formidable defense of shore batteries, flak towers & frantic Stosstruppen. This is a squad-level game where assault & demolish-ion teams must eliminate key objectives before

programmed German reinforcements counter-attack in strength. 260 counters, point-to-point system 16"x33" mapboard. \$65.00

3W SINK THE BISMARCK **##

In May 1941 the German battleship Bismark and heavy cruiser Prinz Eugen began operation Rheinburg: the destruction of Allied shipping in the Atlantic. This is an operational level game of this naval campaign, with engagements being fought tactically. The mechanics include dummy task forces, historical and hypothetical scenarios, and the vital role of aircraft. 200 counters & map. Special - \$22.50

3W SPITFIRE! **##

Captures the drama of the war in the air in Europe in 1939-41, with scenarios drawn from the war over Poland, France, Britain, Malta and Greece. Over 50 historical scenarios (5 being solitaire) are provided, each featuring one or more fighter aces. There are 40 aircraft types, including Polish PZL11, French Potez 63 and Dewoitine D520, German ME109, FW200, British Hurricanes and Spitfires, plus US and Italian aircraft. Missions range from tank busting to dogfighting to bomber intercepts. \$50.00

APL THE INVASION OF ITALY **##

Recreates the 1943 Fifth Army landing in the Gulf of Salerno and the battle to secure the beachhead from 9 - 19 September 1943. Included are US parachute drops, Luftwaffe guided bomb attacks on Allied warships, divisional level leaders, special breach through combat and repair and use of on-map airfields. Scenario operations include dropping the US 82nd Airborne Division behind the beaches in direct support of the landing or conducting off-map the planned drop on Rome in support of the Italian forces holding the city. 700 counters, 22x34" map. \$44.95

3W THE LAST BLITZKRIEG **###

A 22 turn regimental recreation of the most famous battle of WW2. The game covers from the opening shots until December 26th. Game scale is 2 miles to a hex and each turn is 12 hours. Game mechanics include unit proficiency, supply, air power, armored exploitation, entrenchments, fortifications, German Corps boundaries and artillery limitations, bridge demolition, and air supply. There are also a deck of 10 random event cards based on events that occurred or were alleged to have occurred during the battle. 300 counters, rules, charts, 34"x22" map, \$35.00

GMT THE RISE OF THE LUFTWAFFE **##

Volume One in the Down in Flames WW2 air combat card games. Players take the role of the early European fighter aces, flying BF-109s with Molders and Galland, JU-87s with Rudel, Spitfires and Hurricanes with Douglas Bader or the US Eagle Squadron, and the French Moranes or Pf-11cs with the Poles. Also has Fw-190s, Russian MIGs and Yaks, US P-38s and B-25s. Includes campaigns for air warfare over Poland, France, the Battle of Britain, Crete, North Africa, and the opening stages of Barbarossa. With 132 color playing cards for aircraft and tactics, 48 counters, 8 campaign displays, & rules. Target cards include destroyers, dogfights, freighters, bridges, battleships, air fields, ground forces, radar stations, factories, railways, \$55.00
EIGHTH AIR FORCE An expansion for Rise of the Luftwaffe. A fast action card game that allows players to experience the tensions and thrill of aerial combat over Europe in WW2. You are given the major fighter and bomber aircraft flown by the German, British, Russian, and USA air forces. You will experience the dawn of the jet age with the introduction of the German Me-262 and Me-163; the pressure of leading British Lancaster heavy bomber formations at night; etc. With 6 air campaigns from 1942 - 44. With 132 color playing cards, 96 counters, 10 campaign maps displays, 8 target area displays, etc. \$65.00

3W TO THE FAR SHORE ***##

It is June 6, 1944. Allied aircraft fill the skies, allied navies sweep the sea lanes, and a huge armada filled with allied soldiers crosses the channel to invade France. 17 types of terrain, turns of 2 days, weather, fatigue, morale, command control, AT fire, mine sweeping, shore batteries, reaction movement. With realistic & detailed invasion rules. 500 counters, 2 maps. \$50.00

JED VICTORY AT SEA *##

A great strategic-level game that recreates, in a simple yet elegant manner, the naval war between the Axis and Allied fleets. Each turn points are awarded for control of seven sea areas, players contest these areas with an array of carriers, battleships, and cruisers; as well as land-based airpower and German U-Boats. What usually develops is a closely fought game where cunning and bravado both play a role towards victory. Ideal for beginner's, and experienced gamers who want a short 'n' sharp game. Mechanics include admirals, German officers, port repairs, convoys, secondary fire, U-Boat technology, critical hits, and more. Components include 117 large counters, and a 16"x24" mapboard. \$30.00

COL WEST FRONT **##

This is the second game in Columbia's East Front series, and can be played by itself or linked with East Front. The game begins in July 1943 with the Allies invasion of Sicily and Italy, and includes the invasion of Normandy until the fall of Germany in 1945. Includes 120 wooden blocks with stickers on their front, which are rotated to record losses, and also provide fog of war, as you only see your opponent's counter strengths when a battle occurs in a hex. The game system flows quickly and uses a simple and very effective command system of unit activation and depletion of supplies as a result. Includes rules for a three-player game, where the Allies and Soviets compete with each other to take the most of Germany. Otherwise, in a two player game, the game itself controls the invading Soviet armies, and when they arrive, you normally just sit there and watch them roll towards you, Germany by this stage being in a really bad way, unless you manage to pull off some miracles against the Americans and British. 6 scenarios, stunning 22"x34" mapboard, etc. \$90.00
EURO FRONT This is not an independent game. Ownership of East Front, West Front, and MedFront are required, and Volga Front will also be useful. This expansion adds 50 more wooden counters for Polish, French, Yugoslavian, Greek, Belgian, Dutch, and Danish units to the game, allowing the entire war in Europe 1939-45 to be played. Scenarios for each year of the war are included. This expansion does not require players to mimic historical events and campaigns. The diplomatic rules can generate countless variations as to which nations become engulfed in war, with whom and when. \$40.00

SPI BARBAROSSA ***###

A reprint of a very popular SPI classic. Barbarossa is a corps-level recreation of WW2 on the Eastern Front. Two large maps show

Eastern Front

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the entire Eastern Front from Archangel south to Astrakhan and east to Baku. A unique command system allows for both limited intelligence and for players to hand-tailor their own corps and upgrade them during the game. Includes naval, air, partisans, and German troop commitments to other fronts. The game includes a Campaign scenario and three short scenarios. Can you as the Germans punch through the massive Soviet juggernaut and take Moscow and Leningrad before the first winter of 1941 sets in? Can you as the Soviets delay the German blitzkrieg long enough to mass enough reinforcements to counter-attack? With 32 page rules, 800 counters, 2 maps, dice, counter tray. \$36.00

TGI BLACK WEDNESDAY ***/###
A stunning grand tactical simulation of wargame on the Eastern Front. It is at the beginning of 1943, and the Soviets launch a huge assault against the Blue Division, comprised of Spanish volunteers. The newly anointed 63rd Guards Rifle Division lead the attack supported by the 72nd and 43rd Rifle divisions, and also supported by tanks of the 1st Red Banner Tank Brigade. Following the intense Soviet assault on the dug-in Spanish, the Germans counter-attacked en masse. With individual vehicles and infantry platoons, 1040 counters, 2 x 22x34" maps, series and game rules, charts and tables booklets, 8 major scenarios, 2 - 50 hours playing time. \$75.00

AP BLOOD ON THE SNOW */###
A frozen hell. A war like no other war. The battle of Suomussalmi in the winter of 1939-1940 pitted a single, hastily raised and poorly equipped Finnish division against two full strength Soviet Divisions armed with more than 90 tanks. The Soviets were not equipped, however, for a war in sub zero temperatures against an enemy capable of living off the land and moving swiftly over the snow. A challenging game with low to middle complexity with five scenarios, stunning snowy map, 140 counters. \$22.00

COA BORODINO '41 */##
The Germans thought the end of the war in Russia was in sight. The 10th Panzer Division and SS Reich Motorized Divisions reached the Borodino battlefield on October 13th, with only one Soviet rifle division blocking their path. Behind the division was the highway to Moscow. But somehow the Soviets managed to hold, counter-attack, and damage the Germans so severely that within five days they lost half their tanks and had to dissolve one SS regiment - with only taking Mozhaisk. But this time more Soviet reinforcements has arrived. Can you as the German player succeed where historically they failed? Can you brake through? 280 counters, maps, rules, etc. Special - \$30.00

RHI CAMPAIGN TO STALINGRAD */##
We've been able to snaff up a few copies of this game by Rhino Games. The game is a good, balanced, traditional wargame in the league of Russian Campaign, though a little more complex. Includes 800 counters, two mapsheets, lots of play aid charts, etc. Each turn is three days, and each hex in 16 km. Most units are divisions, but there are also Soviet Tank, Cavalry, and Mechanised Corps, along with independent brigades, regiments or battalions. Can you as the German player smash through the Soviet defenses to take Stalingrad and prevent your forces from being cut off? Can you as the Soviet player hold onto the vital city while encircling and trapping the German army so that it cannot break out? \$70.00

COL EAST FRONT */##
This is my favorite game of the Eastern Front. Produced by Columbia Games, this game uses 120 20mm square wooden blocks for counters, red blocks with black stickers for the Soviets, and grey blocks with black or grey stickers for the Germans. The counters provide step-reduction as the unit takes losses (you rotate the block to the next lower value), and the counters also provide fog of war, as you only see your opponents strength when one of you attacks the other. The blocks are also easy to stack and pickup, unlike normal counters. The mapboard is 22"x34" and looks stunning. Features a unique and simple HQ command system that represents supplies, flexibility, etc. Also includes weather and airpower rules that make sense. There are eight scenarios that can be linked together: Barbarossa (the whole war), Soviet Moscow counter-attack, Axis Drive on Stalingrad, Collapse at Stalingrad, Battle of Khursk, etc. The game also links directly with West Front. This is a great game, of the most challenging theatre of war in WW2. \$90.00
VolgaFront This expansion allows players who own EastFront to simulate the planned Volga campaign of 1942 to defeat Russia. The VolgaFront full color mapboard joins to the eastern edge of the EastFront mapboard and extends play to the foothills of the Ural. This extension radically alters how the German player views the region east of Moscow and Stalingrad, and forces the Soviet player to defend against this potentially fatal thrust. With 11"x34" mapboard, scenario booklet, and the complete EastFront 2nd Ed rules book. \$30.00

GMT LOST VICTORY KHARKOV 1943 */###
It is winter 1943 and the German 6th Army is trapped in Stalingrad. But a worse disaster is brewing, the Red Army is descending on Kharkov and is driving for the main German supply bases on the Dnieper, with only a thin grey line to stop it. Hitler put Manstein in charge of the defense. This game features a fast paced game system which combines movement, combat, support, and bombardment in any desired order; realistic combat system; many different combat types; and special rules for weather, recon, reaction, HQs, fuel depletion, uprisings, etc. With 480 stunning counters, 22"x34" game map, rules book & playbook, dice, and player aid cards. 1-4 players. \$65.00

AH PANZERBLITZ */###
The game of PanzerBlitz enables you to re-create the drama and furious action of tactical-level armored warfare on the Russian Front. Battle simulations take place on a realistic mapboard which reproduces about twenty square miles of typical Russian terrain. The playing pieces are accurate symbolizations of the platoon and company sized units which fought on the Eastern Front in World War II. More than a dozen different scenarios are given, each of which allows you to recreate a completely new game situation in which to exercise your skill as a tank commander. With 352 counters, 22" x 24" mapboard, comprehensive rules, situation cards, etc. \$60.00

JED RUSSIAN CAMPAIGN Series II */###
Very playable strategic game of the war in the East, from Hitler's invasion of Russia, to the fall of Berlin. Players command massive mechanised forces, without being buried by a barrage of rules - experience the crushing momentum of Blitzkrieg, the chilling ferocity of winter warfare, and the brutal cycle of offensives & counter-attacks that characterised this terrible conflict. Contains 252 counters, a 24"x22" mapboard & rules for the Axis Allies, air support, & partisans. An entertaining & hard-fought campaign that vividly illustrates the sprawling dimensions of this war, and what might have been had Moscow fallen. \$25.00

AH RUSSIAN FRONT */###

Recreates Operation Barbarossa, Germany's attempt to add a huge slab of eastern real estate to its Empire. Players can choose between 3 scenarios, or the huge campaign. Features basic, advanced, and optional rules, with the inclusion of naval and air assets. Combat occurs within the hex (units suffer incremental losses) and can take more than one round to resolve. With 518 counters, colorful 32" x 22" mapboard, assorted reference cards, basic rules folder, battle manual, and die. \$65.00

3W SPIRES OF THE KREMLIN */###
Using Order of Battle data recently released from the Russian archives, this is the first published game to offer so much of the battle for Moscow during the Winter 1941-42, covering both the German effort to take the city and the Russian counter offensive. Four months of action are covered in 2 day turns, and there are 16 scenarios and the campaign game. Units are battalions, brigades and divisions. 3 maps and over 1,000 counters. \$60.00

GMT TYPHOON Drive on Moscow 1941 */###
In 1941 the Germans launched a final offensive at Moscow, expecting to win the war instantly. Spearheading the attack was Army Group Centre, lead by Guderian, with 70 divisions. Facing them were 800,000 Soviets in 95 divisions. The Germans ripped gaping holes in the Soviet defense and came within sight of the Kremlin, but the Soviets did not disintegrate as expected. Instead, their huge losses were reinforced by Siberian and other reserves numbering 1.2 million. With 960 counters, three 22x34" maps, six scenarios, sequence of play which highlights Axis armored breakthroughs, air combat rules, counters include artillery, rocket artillery, engineers, bridge units, etc. \$80.00

AH TURNING POINT: STALINGRAD */###
Recreates the brutal fighting in & around the city of Stalingrad, from Sept. 4 1942 to Nov. 14. Turns are broken into variable day/night impulses which play fast & constantly change advantages to both sides. The unique combat system & semi-simultaneous movement covers the gamut of urban combat - overruns, sudden break-thrus, encirclements, tenacious defence & week-long stalemates. Additional details like rubble, artillery barrages, fortifications, & air support add zest to a highly playable and closely-fought game. Features a lavish 16"x44" mapboard (area movement) & 394 counters (battalion level). \$50.00

Pacific Theatre

AH GUADALCANAL */#
The first real check to Japanese expansion, the Battle of the Coral Sea in May 1942, and the first Allied offensive in the Pacific, the Battle of Guadalcanal, November 1942, all took part where this game is set - the Solomon Islands. Midway paved the way for this Allied offensive, when in August the US took an air-strip on Guadalcanal from the Japanese, converting it into their own. This game features three mounted mapboards (two search & one battle), six scenarios, excellent visual aids such as Operations Cards, 356 counters, & easy to learn rules. Thoroughly recommended. \$70.00

3W LONG LANCE & HENDERSON FIELD */###
Two games in one centred on Guadalcanal. Henderson Field is a 2 player struggle for the island, with infantry units, tanks, LVTs, artillery, AT, engineers, air-craft, and anti-aircraft. With 3 scenarios, a 26 turn campaign. Fog of War, ammunition, etc. Long Lance is a two player game simulating the vicious naval engagements off Guadalcanal in 1942, including scenarios Savo Island, Lunga Point, Cape Esperance, First and Second Guadalcanal, and Tassafaronga Point. With individual battleships, cruisers, and destroyers. 500 counters, 2 maps, 2 rule books, charts, tables. \$50.00

AH MIDWAY 2nd Edition */#
After the daring Doolittle bomber raid on Tokyo the Japanese decided to capture the airfield on Midway, and hopefully lure the U.S navy to its doom. But those deceitful orientals weren't going to fool old Nimitz, with a little help from cryptologists the trap was revealed, and a counter-ambush prepared. This is a tense simulation where players maneuver their fleets and conduct air patrols on a personal searchboard. When one side makes contact with an enemy vessel(s) the combatants are transferred to a battleboard where plans and ships slug it out. Very tense stuff indeed! Components include 226 counters (individual capital ships & squadrons of aircraft), a 22"x14" battleboard plus two 14"x11" searchboards (70 miles per hex). Features easy to learn rules, and an illustrated historic battle manual. 45.00

VIC PACIFIC WAR */###
In 1941 Japanese investment in foreign real estate was causing a hell of a lot more anxious teeth-grashing than it is now! In 1942 losses at Midway & Guadalcanal foreshadowed the coming dominance of U.S. strategy, thus the wily Emperor decided on a secret economic campaign that would eventually enable Japan to buy the world! This is a big game with fully integrated air, land & naval operations. Turns are monthly, but include daily movement. Contains 20 scenarios, 2340 counters (individual capital ships, air groups, divisions & battalions) & two 22"x32" maps (100 miles/hex). Mechanics include limited intelligence, sub-marine combat, bombardment, airfield repair, weather, strategic bombing, merchant shipping attrition, strategic transport, naval repairs, engineering, demolitions, etc. With astute planning & careful management the Emperor may indeed sip his green tea by Sydney Harbor! \$100.00

VIC TOKYO EXPRESS */###
A solitary game of desperate nightly naval battles fought off Guadalcanal in '42. The US Player must select and employ task forces to hunt down Japanese merchant ships, but must be wary of provoking enemy warships. Five nightly major surface actions were fought between August and November, between these Japanese "Tokyo Express" runs, and the blockading US warships. With 3 levels of complexity, a 2 player game option, 676 counters, 1 22"x32" map, 120 cards. \$80.00

AH VICTORY IN THE PACIFIC 2nd Edition */#
Ideal for beginners or for those who want a quick-playing campaign with generous lashings of dice tossing, & where slugging a cold brew or two (or more) won't be detrimental! This very entertaining game starts with the Pearl Harbor raid in 1941, when the Japanese fleet was irrepressible, & ends in 1945 when time Allied naval strength had burgeoned dramatically. Play revolves around the capture of ports and airbases, accumulating points of control, and blowing the steamers' faeces out of everything afloat! Components include 169 large counters (individual battleships, carriers & cruisers), lots of markers, and 22"x28" mapboard (area movement). Recommended. \$55.00

Post World War Two

AVA ACQUIRE Deluxe Edition */##
Not really a wargame, but I thought I'd put it here anyway. Acquire is a famous and popular game that has been re-released by Avalon Hill in a deluxe edition. It is a game of empire building. Each player builds and strategically manipulates hotel chains. As each group grows, players invest in them, merging smaller ones into more dominant chains to collect bonuses in a calculated race to acquire the greatest wealth. Supplementing this time honored basic game are the addition of five new variations to provide new challenges to veterans of the financial wars. With 14x22" color mounted mapboard, 36 sheets of hotel counter sheets, 7 sets of stock certificates, play money, etc. \$60.00

AVA AIR BARON */##
A fast paced business strategy game that lets you build the biggest and most profitable airline in North America. Players compete for control of the 58 busiest airport markets in the US and 16 major foreign markets. Profits are made every turn, and anyone can get lucky and shoot ahead. Should you try to dominate a hub? Spread out to other hubs? Deploy Jumbo jets to increase profits? Take control of a foreign market? Or declare Fare Wars and go all out for market share. Includes lovely mounted mapboard, 36 plastic planes, play money, simple rules, two counter sheets. Good quality game. \$75.00

3W CHINESE CIVIL WAR */###
A fascinating study of a guerilla army pitted against a conventional one. Clear one province of guerillas and they'll pop up in the next one, redeploy your troops and they will reappear in the areas you just cleared. You may win the battles, but the guerillas may win the war. This is a demanding and taxing game - can you handle the pressure? 34" x 22" full color map, 200 counters. \$35.00

GMT CRISIS SINAI 1973 */###
In 1973 the Egyptians launched an all out attack across the Suez Canal against Israel. After their crushing victory of 1967, the Israelis had been totally confident that they would repel this attack with ease. However, they lost 300 tanks in three days and their airforce was mauled badly by new Soviet SAMs, seen here for the first time. Somehow, the Israelis managed to win, through a combination of guts, genius, and superior mobility. But they could have easily lost. This boardgame places you in the shoes of each protagonist. Can you, as the Egyptian player, achieve what they almost achieved? With 720 counters, 22x34" map, 5 scenarios, 2 campaigns, etc. \$75.00

AH IDF - Israeli Defense Force */##
Uses the MBT game system to recreate battles fought by the Israeli Defense Force during the 1967 and 1973 Arab-Israeli wars. Contains heaps of info on the arms & equipment, and organisation on Israel, Egypt, Syria, Iraq, and Jordan. Vehicles are US, British, Czech, French, and Soviet. Has 524 counters, 4 mounted mapboards, 32 data cards, & reference sheets. \$90.00

COL Mid-East Peace */#
Challenges you to bring peace (on your terms) to the region of the Middle East in a one to three hour game, with or without the help of your 1 - 5 opponents. This is an exciting game of pure skill, there are no dice. You must balance the skills of the diplomat, the economist, and the general. The game can end in peace or it can end in war. You control the destiny of one Mid-East country. Includes randomly placed oil supplies for each game, UN Voting, peacekeeping forces, superpower interventions, clear and concise rules, full color mapboard and card playing pieces. \$23.50

VIC VIETNAM 1965-1975 */###
A demanding simulation of a complex war, with 9 scenarios & a grueling campaign. The rules include a detailed treatment of movement & terrain, search & destroy operations, special forces, firepower, air mobility, riverine craft, limited intelligence, auxiliary units, South Vietnamese Politics, morale & commitment, strategic bombing, pacification, recruiting, hot LZs, free-fire zones, patrol ops, naval gunfire, and much more. Players require dedication & skill to achieve victory, as the rich game mechanics realise the manifold difficulties that the plagued both the combatants and their leaders. Components include 780 counters (divisions, regiments & battalions) and two 22"x32" maps. \$60.00

TGI YOM KIPPUR */###
In 1967, the Israeli Defense Force scored a decisive victory against the combined forces of Egypt, Syria and Jordan. Israel controlled the strategic Suez Canal and the desert wastes of the Sinai. The Arab world vowed revenge. Six years later the forces of Egypt and Syria attacked Israel again. This time the Egyptians worked out a special plan to cross the canal and backed up the plan with better prepared, trained, and equipped troops - and armed with a new weapon, the Sagger Anti-Tank missile. This is a game of the crossing and the bitter fighting along the banks of the Suez Canal. Both players must position themselves to be able to win when a cease-fire occurs. With a 22x34" map, 280 counter counters, series and game rules, 6 scenarios from 3 - 10 hours each, etc. \$55.00

World War III

AH FIREPOWER */###
Quite a detailed skirmish-level game of modern infantry squads in the urban & wilderness environments. Features 3 levels of rules complexity, covering multi-level buildings, bunkers, variable movement speeds, sea-pan reliability, mines, canister & flame weapons, body armor, prisoners, target-height by posture, spending leg-movement factors on variable actions, & more. Each soldier is individually rated for 9 personal characteristics, weapons skills & equipment carried. Includes squad organisations for over 50 nations, 216 counters (representing single soldiers), & four 8"x22" mapboards (5 yards per hex). \$60.00

VIC FLASHPOINT: GOLAN! */###
The fifth Arab-Israeli war begins around the Golan Heights and the Jordan River Valley. A Scenario Generation System determines the parameters of this conflict in a random, yet logical fashion - victory conditions, allied-nation support, UN action & superpower intervention are all variable. The mechanics feature battlefield salvage, cruise missiles, engineers, special munitions, amphibious operations, artillery ammunition depletion, etc. Includes two setpiece campaigns (involving Israel, Jordan & Syria), 780 counters (regiments, brigades & battalions), plus two 22"x32" maps (4kms per hex). Originally \$80.00 - please - buy a copy & give it a home! \$35.00

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the unique and highly amusing board game designed by Richard Garfield, the designer of *Magic the Gathering*. The game is set on a distant planet which is an automated factory world that manufactures widgets. But the robots maintaining the factories are bored, and they accidentally discover a way of occupying themselves. One robot suffers a malfunction and scurries through the grid manufacturing centre, where it was spun about by a conical robot, to a special area until the robot is finally converted into a widget. Twelve seconds later the robots start the first "robo-rally", where a number of robots with the intelligence of your average door knob, raced across the deadly

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BattleTech Compendium: The Rules of Warfare Contains all the rules needed for Battletech, for Mechs, vehicles, and infantry, and optional and advanced rules, mech construction, a miniatures conversion, etc.. All rules clarifications or changes are marked in the text, so experienced players can find them at a glance. Features stunning full color computer graphics of mechs, jump ships, elementals, etc. Also has some new mechs: including a new Axemex with twin LRM15s, a Clan Hunchback IIC w/ jump jets and twin Ultra AC/20s; a map of the Inner Sphere \$29.00

ever changing factory floor. Game play involves giving your robot a sequence of program cards to direct it to the finishing line, but other robots, random laser shots, changing conveyor belts, and bottomless heating shafts all make the race rather unpredictable! Includes 8 pewter robots, 6 mounted, interchangeable mapboards, 84 program cards, 26 option cards, rules & counters. \$70.00

ARMED & DANGEROUS

Contains six more stunning mounted mapboards, 26 option cards representing drones, missiles, self destruct, mines, teleporters, etc. A manual that describes the exact specifications of the new options and board elements, and an assortment of counters enhance game play. \$60.00

Silent Death The Next Millenium

Now in the Miniatures & Miniatures Rules Section: Page 54

Space Hulk

GAM SPACE HULK

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Perhaps the most popular Science Fiction boardgame of all time has just been re-released in an all new, updated version. Set in the depths of space, vast derelict space craft drift ever closer toward the Imperium. Clad in mighty Terminator armor, the Space Marines board these derelict hulks and come face to face with the greatest threat to the Imperium - hordes of ravenous Genestealers, sent by their Tyranid masters to subvert mankind. There is a book with 48 missions set out in color, and the Space Marine player must attempt to complete the wide variety of missions, with a time limit and limited initiative. The Genestealer has unlimited resources, and usually ends up swamping the Marines. Can you succeed? With 10 plastic Terminators that are honestly better than the metal ones, 20 Genestealers, simple 32 page rulebook, 48 page mission book, 54 interlocking board sections, counters, 24 space hulk doors, banners & transfers, and 7 dice. The quality of the components is nothing but exceptional. Excellent! \$90.00

Star Fleet Battles

TAS Star Fleet Battles Captain's Ed Basic Set ****/###

This boxed set contains a 224 page rulebook (with an introductory section), a 24"x20" starmap, 216 counters and a 48 page SSD book (vessel stats). SFB is a serious, sprawling multi-player starship slugfest of a campaign where seven galactic empires compete in the exploration & conquest of space. The rulebook covers movement, combat, direct-fire weapons, seeking weapons, drones, plasma torpedoes, ship's systems, power systems, shuttlecraft, mine warfare, terrain (asteroids, black holes, etc.), racial backgrounds, scenario play (with 18 scenarios, including 4 against space monsters!), campaign play & designer's notes. \$60.00

SFB ADVANCED MISSIONS Boxed rules expansion that contains a 192 page rulebook that covers (take a deep breath...) erratic maneuvering, catastrophic damage, passive fire control, surprise, advanced drones, the deadly mauler, new mines, rapid-fire plasma guns, super computers, elite crews, legendary commanders, gravity waves, ion storms, supernovae, 3 new monsters, 20 scenarios & more! There is also a 144 page SSD book (for over 100 new ships), 216 counters. \$50.00

CADET TRAINING HANDBOOK An introduction to Star Fleet Battles. The challenge of starship command. Out-think, out-shoot and out-maneuver your opponent in warp dogfights through the galaxy. This book containing 80 counters and two light card star maps, places you in command chair of the Federation starship Constellation, where you will learn the skills of a starship commander in easy-to-grasp steps. As you continue through the handbook, the mysteries of the Romulan cloaking device, Klingon disruptors, and elements which make every race unique will be revealed to you. \$16.00

CAPTAIN'S LOG #9 80 page book containing story, weapons, scenarios, map, tactics, & 4 new carrier SSDs. \$17.00

WEAPONS LOG #10 80 page SFB annual, features a short story, 5 scenarios, another look at special tactics, 4 new Hydian SSDs, lots of FEDERATION & EMPIRE stuff, etc. \$17.00

CAPTAIN'S LOG #11 80 pages: scenarios, tactics covering Tholians & Maulers, two new X-Ship SSDs, a most amusing article on how the Klingons view the Federation, etc. \$17.00

CAPTAIN'S LOG #12 A preview of the Early Years, new SSDs, scenarios, articles, fiction, play aids, & a report from the winner of the SFB tournament at Origins. \$17.00

CAPTAINS LOG #13 80 pages of fiction, scenarios, new SSDs. \$17.00

CAPTAINS LOG #14 80 pages of articles, scenarios, new SSDs, fiction, etc. \$17.00

CAPTAINS LOG #15 80 pages with a story on a Kzinti commandos assaulting a Lyran command cruiser, a section on Hydian tactics, four new tournament ships, rules for Jindarians in Prime Directive, a timeline, lots of scenarios, & stuff for Federation and Empire. \$17.00

CAPTAINS LOG #16 A 112 page book containing fiction - a hostage rescue in Tholian space; tactics for using X-ships; four new maulers, Fed DDX, Klingon D5XD, Jindarian shipyard cruisers; scenarios, stuff for Fed & Emp, and 16 pages of Frax SSDs. \$26.00

CAPTAINS LOG #17 With a brief history of the General War, a seminar on tactics, four new ships, new cadet ships; the Acturians in Prime Directive; painting guides for the new range of miniatures, heaps of challenging new scenarios, etc. \$26.00

CAPTAINS MODULE F1: THE JINDARIANS A brand new race for SFB - this time a race of aliens who live in hollowed out asteroids, which also serve as their space ships. With a 48 page rulebook covering rail guns, anti-transporter fields, variable ships designs, etc. 13 new scenarios, new systems for all races, 48 page SSD book, & 216 counters. \$27.00

CAPTAIN'S MODULE J: Fighters With new rules (chaff packs, shuttle bay explosions, aegis fire control, Warp booster packs, ace pilots, dogfighting, multi-role shuttles, heavy fighters, fighter pods, rail-launched anti-drones, etc.), 2 new drones, 47 SSDs (carriers, escorts, auxiliary carriers & fighters), 22 scenarios, 324 counter, & a new space monster! \$35.00

CAPTAIN'S MODULE K: Fast Patrol Ships Contains new rules (leaders, suicide PFs, crew quality, engine burnout, etc.), 29 PF Tenders, PF docking modules, 12 PFs (some new), the Fed Heavy Drone Fighter, 9 scenarios, 324 counters, & a new space monster! \$35.00

CAPTAIN'S MODULE P6: Galactic Smorgasbord With two new races from SFB history: The Paravian with their Raptor Light Cruiser with its fiery Quantum Wave Torpedoes, trying to kill Gorns or die trying; the subject race of the Vudar Enclave rebels against the Klingons and rampage with War Destroyers

SFB Campaign Designer's Handbook

that use powerful technology to defeat their foe. Also new scenarios, new ships, new weapons, etc. \$17.00

CAPTAINS MODULE X1: X-Ships The most powerful starships in the galaxy clash in the titanic final battles of the General War. Has a 64 page rulebook with advanced systems: rapid pulse phasers, fast-arming heavy weapons, deadly new drones, Stinger X-fighters, faster acceleration. 16 new scenarios from the General War through the decisive battle between a Federation X-squadron and the just completed Andromedan Devastator. Also 96 page SSD book, 108 counters. \$35.00

Master Annex File All of the juicy details of every ship and fighter, completely updated and re-organized for easier player access. Also a Master Ship Chart with over a thousand ships, listed by crew, marines, BPV, spare shuttles, rules references, year in service, turn mode, explosion strength, command rating, etc. \$16.95

MODULE C1: New Worlds I Details the weapons, ships & history of the Hydran King-dom (Hellbore Cannon), the Lyran Star Empire (Expanding Sphere Generator) & the Wynn Star Cluster. Includes 63 SSDs, 108 counters, 5 scenarios, plus Master Ship Charts. \$26.00

MODULE C2: New Worlds II Details the weapons, ships & history of the Andromedan invaders, the Neo-Tholian Squadron (with their web snare & web fist), and the Interstellar Concordium. Contains 9 scenarios, Master Ship Charts, 47 SSDs, 108 counters. \$26.00

MODULE C3: New Worlds III The LDR, Seltorians, rules, scenarios, & new counters. \$29.95

MODULE C4: Fleet Training Centre Fleet HQs of each race in SFB have created Simulator Races to test their new captains. Nine of those races are given here: Frax, Sharkhunters, Qaris, Triaxians, Barbarians, etc. With new ship types, new weapons, etc. Includes 216 counters and two books, a 96 page SSD book and a 96 page book of rules. \$42.50

MODULE M: Star Fleet Marines The toughest hombies in space storm through the airlocks and blast the enemy. Whether on a base, starship, or planet, the Marines will teach the enemy a lesson they won't forget. Includes rules for conducting ground combat, rules for boarding parties, including boarding diagrams for all the major warships types of the main races; rules for transporter artillery, 62 new SSDs with commando ships, ground assault ships, troop transports, & 16 new scenarios that portray every aspect of marine action, & 216 counters. \$37.50

MODULE R1 Starbases, battle stations, base modules, freighters, etc. \$30.00

MODULE R2 Lots of ships, some of 'em new: 40 Federation, 30 Kzinti, 10 Orion, and 3 An-dromedan. Also includes SSDs, 9 scenarios, 216 counters & Master Ship Charts. \$30.00

MODULE R3 Another collection of ships, again some are new: 35 Klingon (with 4 new pods), 26 Lyran, 22 Hydian, & 2 Wynn. Includes SSDs, 6 scenarios, & 216 counters. \$30.00

MODULE R4 Ships, SSDs, scenarios for the Romulans, Gorns, Tholians & ISC. \$30.00

MODULE R5 Battleships Covers battle carriers, battle control ships, space control tugs, heavy command cruisers, new heavy cruisers, and a lot of ass-kickin' Battleships, like the Klingon B11. With 15 scenarios, SSDs, 108 counters & a mini-poster! \$27.00

MODULE R6: The Fast Warships Brings a new fast-paced excitement to SFB with the introduction of Fast Cruisers, Heavy War Destroyers, Mobile Carriers, Fast Supply Ships, Police Flagships, 95 new ships & their SSDs, 10 new scenarios, 216 counters, 64 pages of rules. \$50.00

MODULE S1: Scenario Book #1 51 scenarios & a 19"x23" asteroid-belt map. \$19.00

MODULE S2: Scenario book #2 with 50 new scenarios, for both F&E and SFB, & a full color map of an asteroid field. \$19.95

MODULE T: TOURNAMENTS 1996 Tournament rules, 16

balanced tournament ships, tournament ideas for DF&E, Prime Directive, Star Fleet Missions, etc. This 1996 version includes new rules and new SSDs. \$22.50

SFB CAMPAIGN DESIGNER'S HANDBOOK Campaigns are the ultimate expression of Star Fleet Battles. Only in a campaign setting does everything - cost, fleets, technology, availability, movement, economics, deployments - come together into a complete picture of war in space. This book provides options allowing you to create a campaign that suits your own tastes and interests. \$25.50

STAR FLEET MISSIONS A fast beer 'n' pretzels card game version of SFB. \$30.00

TACTICS MANUAL 112 page sourcebook on winning battles. Covers power allocation, weapons, maneuvers, racial tactics, and exotic subjects (cloaking, EV, mines, etc.). \$26.00

STAR FLEET BATTLES MINIATURES

TAS5301	Federation CA	\$11.95
TAS5302	Klingon D7	\$11.95
TAS5303	Romulan Warbird (2)	\$11.95
TAS5401	Starter Set (Fed CA, Klingon D7, Warbird, 2 x Tholian PC)	\$30.00
TASLE2224	Gorn DN	\$11.95
TASLE2225	Kzinti Tug	\$14.95
TASLE2226	Starbase	\$14.95
TASLE2228	ISC DN	\$14.95

Fantasy

TSR DRAGONSTRIKE

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An easy to play new boardgame which comes with a Video tape (in PAL: this is the UK version), which gives a 30 minute live action & computer animated adventure which sets the tone of the game. There are two massive double sided mounted mapboards, 100 full color playing cards, and 24 plastic Ral Partha miniatures. There are 16 adventure scenarios which use all four settings: a foreboding castle, dangerous dungeon, mysterious forest, and dragon's den. Special \$45.00

AH MAGIC REALM 2nd Edition

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Heroic pulp fantasy for 1 to 16 players - each of whom controls a major character whose base ambitions involve being filthy rich and powerful. Rather complex game mechanics include special character abilities, a comprehensive combat system (involving fatigue, direction of attack, fighting maneuvers, etc.), solitary play, commerce, artifacts, the five colours of magic, hirings, character purchases & caching, healing, etc. Components feature 20 colour land tiles (used to create variable terrain settings), 121 cards (spells & treasure) and 476 counters (a host of monsters & various equipments). An epic campaign game of perilous adventure. \$60.00

STE KNIGHTMARE CHESS

*/#

An extremely popular accessory for the game of chess. This box contains 80 dark and beautiful cards, featuring art by Rogerio Vilela, and simple rules. You must have a chess set to play. You play chess as normal, but every turn a player takes a card as well as moving a piece. The card may tell you to rotate the board 90 degrees, for example, and suddenly all your pieces have to move in a different direction! You can also play card's on your opponent's moves - making things really chaotic! \$30.00

PRE SLASHER

*/#

A terrifyingly funny card game of B-grade horror films. Three to six victims have been invited to dinner in the Manor House. But the life has gone out of the party. Now you must face a maniacal slasher and worse, a bad script that gives you the short end of the chainsaw. Playing time is 30 minutes. \$30.00

AH TITAN

**/##

A ripnorting fantasy slugfest for 2 to 6 players, each of whom becomes a Titan vying for domination. These Titans move about the abstract 16"x22" Masterboard trying to muster the largest legion of fantastic beasts - in each terrain-locale on the Masterboard a new critter can try to be coerced into a legion. When opposing legions clash on the Masterboard play is transferred to one of eleven 8"x11" Battleground maps (dependent on the terrain-locale in which they collided) where a tactical brawl develops. With every victory a Titan becomes more powerful, and may continue to attract recruits. As you can read, this is little more than a glorified, dice-flingin', beer-guzzlin', splatterfest frenzy, but it's fun! The mechanics are simple, and include teleportation, rangestriking, summoning angels, etc. With 621 large, attractive counters. \$65.00

GAM TALISMAN 3rd Edition

*/#

The all new and completely revised Talisman, now presented in one of Games Workshop's "big" boxes. It is a game played in a mythical world of dragons and sorcery. As a wizard, warrior, elf, dwarf, or one of seven other characters with special powers, each player must set off on a quest to find the Magic Talisman. The journey will be filled with danger - monsters, traps, and evil beings are awaiting to defeat your character. With skill and luck you will survive to find the Crown of Command the greatest treasure of them all. This game contains a mounted gameboard, 11 miniatures, 11 character cards, 129 adventure cards, 30 spell cards, 40 purchase cards, tower, talisman, load cards, over 100 counters, 32 coins, etc. A good fun romp. \$90.00

TALISMAN DUNGEON OF DOOM

Two brand new board sections to expand Talisman. Enter the dark and terror haunted dungeon of the Lord of Darkness and journey to the perilous mountain realm of the Eagle King. With two brand new sets of adventure cards, you can pit yourself against powerful new foes and discover vast treasures including the Talisman itself. With six new characters: Chaos Warrior, High Priest, Beastman, Shaman, Druid, & Fire Wizard. \$45.00

TALISMAN CITY OF ADVENTURE

Contains 2 new board sections that can be placed alongside the main Talisman game board, allowing players to enter the city realm of the Emperor and the forest realm of the Wraith Lord. Two new sets of adventure cards detail the events, enemies, treasures and followers that can be encountered in the new realms. With 6 plastic miniatures, 98 cards, map boards. \$45.00

TALISMAN DRAGON'S TOWER

Contains a 3-D model of the tower and a plastic model of the evil Dragon King, both of which are placed in the centre of the main Talisman board. Players must battle their way through the tower in order to defeat the Dragon King at the top. New set of adventure cards details the events, enemies & followers that can be encountered in the tower and the treasures that can be found there. Contains 4 new characters & their miniatures. \$60.00

ICE THE HOBBIT

*/#

A superb family game based upon Tolkien's novel *The Hobbit*. The game is simple, just four pages, but flows and plays very well, successfully capturing the character of the novel. Each player, (2-4) is a hobbit, off adventuring around Middle Earth while searching for experience and talismans to enable him to defeat Smaug. The game features a stunning mounted mapboard of Middle Earth with point to point movement system, eight decks of cards (each time you reach an area it is classified such as Peril, Adventure, etc., & you take an appropriate card); all "combat" between hobbits is resolved by riddle cards; all are all manner of gold, special cards, talismans, etc., to collect in your journey. Once you have accrued enough experience and artifacts etc, you race to the mountain to take on the dragon. Includes 4 plastic hobbits, coins & life points, special dice. \$60.00

GAM WARHAMMER QUEST

*/#

This large boxed game is so heavy I can only just pick it up with one hand! This game effectively replaces the Warhammer Fantasy RPG. This is the game of battle, magic and adventure in the danger ridden caverns of the Warhammer world. You take the part of heroic warriors as they explore the caves and tunnels, vanquishing terrifying monsters and avoiding deadly traps in their quest for treasure and glory. Includes rules, adventure book, 192 roleplay book, over 100 cards for dungeons, treasure, event, spell decks, etc: tons of counters, card floorplans including 10 plastic door ways, and the best - over 90 plastic Citadel miniatures, including: 6 orc warriors, 6 orc archers, 12 giant rats, 12 giant spiders, 6 night goblin archers, 6 night goblin spearmen, 12 giant bats, 12 snottings, 3 minotaurs, 12 skaven, barbarian, wizard, elf, and dwarf. \$99.00

WARHAMMER QUEST MINIATURES

CIT00017	CHAOS WARRIOR	\$22.00
CIT00081	PIT FIGHTER CHARACTER PACK	\$22.00
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CIT00135	WARDANCER	\$22.00
CIT00159	WITCH HUNTER	\$22.00
CIT00173	CHAOS WARRIOR	\$9.95
CIT000203	TREASURE CARDS DECK 1	\$15.50
CIT000210	TREASURE CARDS DECK 2	\$15.50
CIT000227	TREASURE CARDS DECK 3	\$15.50
CIT000265	EVENT CARDS	\$15.50

AH WIZARDS QUEST

*/#

One of the most popular fantasy board games ever designed. For two to six players, the mapboard portrays the island of Marnon, which has been divided into 36 territories and eight castles. Orcs are placed in one third of these places, and players in turn place their men in the remaining unoccupied spaces. An opposing player then places your treasure (the goal of your Wizard's Quest) in the most inaccessible spots he can find. The orcs receive random reinforcements, a powerful dragon flies around randomly, and your wizard occasionally comes to help. The first player to collect all three of his treasures wins the game. With superb full color mapboard, one sheet of counters, 35 Petition Cards, one instruction folder, two dice. \$50.00

K&M MODEL TREES



Green Deciduous Size 1 Tree Height - 3cm without base

\$1.10 each or \$99.00 for a box of 100
(Suitable for 1/300th: Space Marine, BattleTech, Micro, etc)



Green Fir Size 1 Tree Height - 3cm without base

\$1.10 each or \$99.00 for a box of 100
(Suitable for 1/300th: Space Marine, BattleTech, Micro, etc)



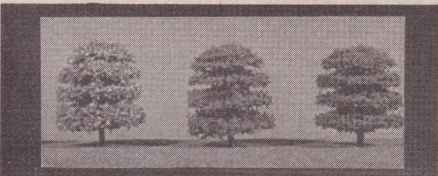
Green Deciduous Size 1A Height - 5cm without base
Height - 6cm with base

\$1.75 each unbased or \$39.00 for a box of 25 unbased
\$2.25 each based or \$50.00 for a box of 25 based
(Suitable for 15mm & 1/300th, Space Marine, DBM, etc)



Green Fir Size 1A Height - 5.5cm without base
Height - 6cm with base

\$1.75 each unbased or \$39.00 for a box of 25 unbased
\$2.25 each based or \$50.00 for a box of 25 based
(Suitable for 15mm & 1/300th, Space Marine, BattleTech)



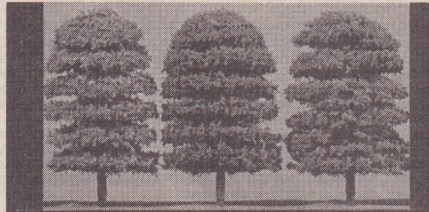
Green Deciduous Size T70 Height - 7cm without base
Height - 9cm with base

\$2.95 each unbased or \$66.00 for a box of 25 unbased
\$3.45 each based or \$77.50 for a box of 25 based
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, WW2, & all 15mm games such as DBM.)



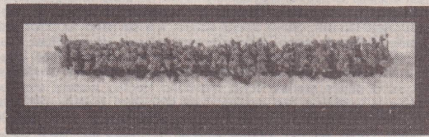
Green Fir Size 2A Height - 10cm without base
Height - 12cm with base

\$3.50 each unbased or \$63.00 for a box of 20 unbased
\$4.00 each based or \$72.00 for a box of 20 based
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, WW2, & all 15mm games such as DBM.)



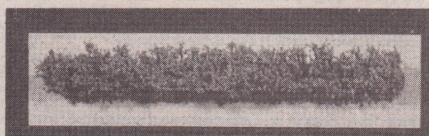
Green Deciduous Size 3 Tree Height - 13cm without base
Height - 15cm with base

\$4.50 each unbased or \$81.00 for a box of 20 unbased
\$5.00 each based or \$90.00 for a box of 20 based
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, WW2, & suitable for 15mm as well.)



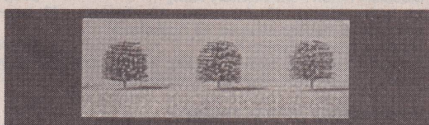
Small Green Hedge Size - 15.5cm long by 1.6cm long

\$2.95 each or \$53.00 for a box of 20
(Suitable for 15mm ancients, Napoleonic, fantasy, etc, or as small hedge for 25mm, eg, Warhammer Fantasy, WW2)



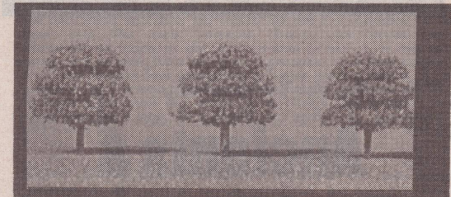
Large Green Hedge Size - 18cm long by 2cm high

\$4.50 each or \$81.00 for a box of 20
(Suitable for all 25mm figure scales, eg, Warhammer Fantasy, Warhammer 40,000, World War Two, US Civil War.)



Autumn Deciduous Size 1 Tree Height - 3cm without base

\$1.10 each or \$99.00 for a box of 100
(Suitable for 1/300th: Space Marine, BattleTech, Micro, etc)



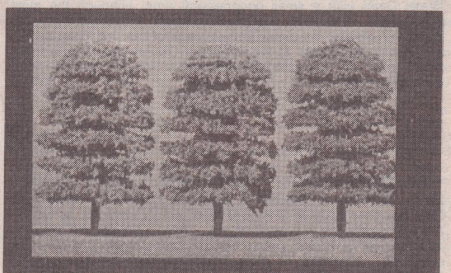
Autumn Deciduous Size 1A Height - 5cm without base
Height - 6cm with base

\$1.75 each unbased or \$39.00 for a box of 25 unbased
\$2.25 each based or \$50.00 for a box of 25 based
(Suitable for 15mm & 1/300th, Space Marine, DBM, etc)



Autumn Deciduous Size T70 Height - 7cm without base
Height - 9cm with base

\$2.95 each unbased or \$66.00 for a box of 25 unbased
\$3.45 each based or \$77.50 for a box of 25 based
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, WW2, & all 15mm games such as DBM.)



Autumn Deciduous Size 3 Tree Height - 13cm without base
Height - 15cm with base

\$4.50 each unbased or \$81.00 for a box of 20 unbased
\$5.00 each based or \$90.00 for a box of 20 based
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, WW2, & suitable for 15mm as well.)



K & M FLOCK

An excellent range of fine flock to put on the bases of your miniatures.

K&MSHA1	Grass Green Flock	\$3.95
K&MSHA2	Grass Medium-Green Flock	\$3.95

This color is the closest to the Citadel Grass Green Flock

K&MSHA3	Light Olive Green Grass Flock	\$3.95
K&MSHA4	Dark Olive Green Grass Flock	\$3.95
K&MSHA7	Dark Green Flock	\$3.95
K&MSHA9	Dark Brown Flock	\$3.95
K&MSHA10	Mushroom Brown Flock	\$3.95
K&MSHA14	Golden Sand Flock	\$3.95

This color is suitable for sun-burnt grass like in the Middle East, or for sand.

MINIATURES & MINIATURES RULES

COLOR CODE

■ New Item Now Available and in Stock

■ New Item Not Yet Released

Ancients & Renaissance

WRG Ancients 7th Ed

WRG ANCIENTS RULES 7th Edition Wargames Research Group's 3000BC to 1485AD rules. Each figure (of any scale - 6mm to 25mm) represents 50 men. All troop types (from archers to elephants), weapons, formations, & tactics for the period are included in this 48 page book, plus reference card. All troops are based and fielded in elements, of either 2, 3 or 4 figures per base. Rules include historical background, field engineering, fortifications, unusual 'terror' weapons, & basic strategies. **\$16.00**

WRG ARMY LISTS Vol 1 : Ancient Near East 3000 - 500 BC This first army list book is 77 pages in length, and covers all the armies of the Ancient Near East from 3000 - 500 BC. Armies included are: Babylonian, Assyrian, Hittite, Egyptian, Hebrew, Philistine, Etruscan, Early Greek Hoplite, Spartan, Thracian, Achaemenid Persian, armies of the Persian wars, Phillip II Reformed Macedonian. Each army entry includes notes regarding tactics, history, troop types, & some maps. **\$16.00**

WRG ARMY LISTS Vol # 2: Armies of Far East, Asia, America 90 pages of army lists for the Far East, Asia, and America. Some of the armies covered are: Later Shang Chinese, Early mounted Nomads, Hsiung-Nu, Han, Three Kingdoms Chinese, Early medieval Indians, Kirghiz, Khmer, Medieval Vietnamese, Kitan-Liao, Sung Chinese, Mongol, Japanese (early, to late), Aztec, Inca, etc. Includes foot notes, descriptions, maps. **\$16.00**

WRG ARMY LISTS Vol #3: Armies Alexander & Punic Wars Deals with a small geographical area, although the most popular one - Alexander and his Successors, the Punic Wars, the Western Nomads, the Great Roman Wars of the 2nd Century BC, and Roman Civil Wars of the 1st & 2nd Triumvirate. The lists are very detailed, eg, there are four Carthaginian lists & 6 Roman lists of the same period. **\$16.00**

D.B.M.

WRG D.B.M. Version 1.3 DE BELLIS MULTITUDINIS Mass Ancient & Medieval Combat The new 1.3 printing of DBM has been updated to include all of the 1.2 changes, as well as a few new changes and clarifications. These rules are the best and most popular for 25mm, 15mm, 6mm or 2mm Ancient and Medieval miniatures wargaming. All troop types are classified according to how they actually fought, not according to what weapons and armor they had. Combat is very quick and simple, with two pages of rules covering all aspects of combat. All troops are based in elements, in 15mm, 2, 3 or 4 figures are based on 4cm wide bases, from 1.5cm to 4cm deep. Combat occurs between two elements, each throwing 1D6 and adding the roll to his combat factor against the enemy troop type. Normally, if you exceed your opponent's score, his element is pushed back. But some troop types are destroyed when pushed back by others, such as knights destroying spears they push back. And when you double your opponent's score, his element is usually destroyed, but again, there are many exceptions. Each general (usually 2 to 3) has his own command, and throws 1D6. This is the number of actions he can perform. Generally, an element or group (elements in base to base contact) will cost one pip to move if regular, or two if irregular. Light troops are always 1 pip. **\$16.00**

WRG DBM ARMY LISTS Book # 1 3000 BC - 500 BC A 54 page book of army lists written especially for DBM. The average size of armies used with DBM is between 300 - 500 points. I recommend 200 points for 25mm, which is around 30 elements or around 90 figures; or 375 points for 15mm, which is around 60 elements or 180 figures. This book includes notes on each army, rules for using allies, climate, aggression, and terrain types for each army, etc. Armies included are: Egyptian, Syrian, Assyrian, Babylonian, Mycenaean, Trojan War, Early Hoplite Greek, Early Macedonian, Roman & Etruscan, Early Achaemenid Persian, Early Carthaginian, etc. **\$16.00**

WRG DBM ARMY LISTS # 2 500 BC - 476 AD A 76 page book of army lists, including some of the Ancient period's greats. Later Hoplite Greek, Alexandrian Macedonian, the Successors, Camillian, Polybian, Marian, Early, Middle, Late, & Patrician Roman, Later Carthaginian, Hunnic, Alans, Gallic, Hsiung-nu, Armenian, Ancient British, Sassanid Persian, Early German, Visigoth, Saxon, and my favorite - the Parthians. This book is the most popular in the series. **\$16.00**

WRG DBM ARMY LISTS # 3 476 AD - 1071 AD A 76 page book with army lists for the Early Medieval period. Armies of interest include: Early Lombards, from Early to Konstantinian Byzantine, Pre-Samurai Japanese, Welsh from 580 AD - 1420 AD, Middle Anglo-Saxon, Feudal Spanish, Norse Viking, Pre-Feudal Scots, Rus, Kitan-Liao, Korean, Toltec, Early Polish, Early Hungarian, Georgian, Seljuq Turk, Anglo-Danish (including King Harold Godwinson's army that fought at Hastings), Norman, etc. **\$16.00**

WRG DBM ARMY LISTS # 4: 1071 AD - 1500 AD The High Medieval Period, and one of the most popular periods in history - it is certainly one of my favorites! 80 pages, including later Byzantines, Anglo-Norman, Early and Later Crusader, Scots Common Army, Feudal English - with masses of archers and average quality knights, Feudal French - with superior knights but a whole ragtag bunch of infantry, 100 Years War English, Catalan Company, Medieval French, Later Polish, Later Swiss, Hussite - with those amazing war wagons, Inca, French Ordinance, Wars of the Roses, Burgundian Ordinance, etc. **\$16.00**

D.B.A.

WRG De Bellis Antiquitatis Fast Play Ancients Rules 1.1 This is the new 1.1 version of DBA, which has now been updated to be more like DBM. These are WRG's *fast play* ancient & historical miniatures rules. Game mechanics are a simplified version of DBM, using the same basic concepts. One major difference is that all armies consist of 12 elements or bases of figures, which means that no army can have over 50 figures. There are no point values. It is a 20 page book containing simple yet effective mechanics that cover troop definitions, terrain, camps, close combat, missile fire, artillery, etc. Includes a suggested six nation campaign, historical army lists, all of which require only a small number of figures. Very suitable for 25mm, 15mm, or 1/300th scale games. **\$16.00**

D.B.R.

WRG DBR Wargames Rules for Renaissance Battles This has been waited for by many gamers with great expectations - the DBM rules converted at least to the Renaissance period, covering the period 1400 - 1700 AD. These are the simplest set of Renaissance rules available, while retaining the full feel and generalship of 16th & 17th century battle. No order writing of record keeping is necessary. Troops are defined according to their battlefield function. Some troops classes are the same as DBM, with some dropped, some changed, and others added. The rules recreate an era of cumbersome and slow formations. Troop types include Lancers, Pistoliers, Sipahis, Light Horse, Camelry, Dragoons, Pikes, Shooters, Blades, Bows, Warband, Hordes, Artillery, etc. The game is extremely fast moving. Two 500 point English Civil War armies for example, can finish a game in 2.5 hours! **\$16.00**

WRG DBR. ARMY LISTS BOOK 1 Covers the Great Italian Wars, with Italian Condotta, French, Swiss, Neapolitan Spanish, Spanish Imperial, Venetian, German Minor States; the Valois-Hapsburg-Tudor Wars, Valois French, Maximilian Imperial, Early Tudor English, Scots Common Army; Armies of the Turkish Wars, including Ottoman Turk, Hungarian, Venetian Colonial, Austrian Imperial; Armies of the Chinese and Japanese Wars; including Mongolian, Ming Chinese, Japanese; Armies of the Americas, including English, Dutch, and Spanish Colonial, Aztec, Inca, Eastern Forest Indian; and Armies of the Reformation, including Elizabethan English, French Catholic, Low Countries Spanish. **\$16.00**

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WRG ARMIES OF MACEDONIAN & PUNIC WARS 359 - 146 BC A superb 192 page sourcebook on the period of ancient history from the time of Philip of Macedon, Alexander the Great, to the arising of Rome as the dominant power. This book is one of the most comprehensive history books available, detailing each nation in great detail, including: the Persians, Greeks including: Boiotia, Sparta, Athens, Phokis, etc.; Macedonian, including Philip's reforms and Alexander; the Successors, Bactrian & Indian Greeks, Thracians, Illyrians, Steppes, India, Carthage, Spaniards, Celts, Rome, Etruscans. History and tactics of each of those powers is included. For example, did you know why the Greek Hoplites right flank tended to beat the opposing left flank? One of the major battles of the period are covered. And best of all, there are over 100 pages of troop dress & equipment, including an illustration of every troop type, diagrams of common shield patterns and designs, & colors of tunics & armor, horses, etc. **\$38.00**

WRG ARMIES & ENEMIES OF IMPERIAL ROME 150 BC - 600 AD 146 pages of pure historical delight! Tactics, history, and troop types are covered on the Roman armies from Marian Roman to Patrician Roman, Pontus, Armenia, Gaul, Britain, Early Germans, Parthia, Jewish Revolt, Arabs (an extremely colorful race - "The disappearance of your own Arab allies or being joined by those hired by your opponent was a reliable way of estimating your army's chances"), Sarmatians, Dacians, Moors, Palmyra, Sassanid Persia, Picts, Scott's-Inch, Later Germans, and the Huns. Major battles of the period are detailed, and illustrations of each troop type are given, along with commentary & painting guide regarding armor & tunics, and there are over 200 shield designs. Special Price **\$10.00**

WRG ARMIES OF THE DARK AGES 600 - 1066 AD A 128 page history book covering armies of the Dark Ages, their histories, troop types, tactics, etc. Nations covered are: Byzantine, Sub-Roman, Pictish, Irish, Visigoth, Lombard, Carolingian, Viking, Russian, Slav, Avar, Bulgar, Arab, Armenian, Sassanid, Arab, Saxon, Norman, Italian, Spanish, etc. Major battles of the period are covered, and each troop type is illustrated and described, giving armor & tunic colors, etc. Maps are also provided. **\$30.00**

WRG ARMIES & ENEMIES OF THE CRUSADES 1096 - 1291 AD A 120 page historical reference book of one of the most colorful periods of history, when repeated attempts to wrest the Holy Lands from the hands of the infidel Muslims met with varying degrees of success or failure. It contains maps, major battles of the period, and history and tactics of the following nationalities: Franks, Hospitaliers, Templars, Armenians, Syrians, Seljuks, Fatimids, Mamluks, Byzantines, Georgians, Mongols (called Tartars by the Franks), Ilkhanids, etc. In the late 1200s the Mongols invaded the Middle East as well. Each troop type is illustrated and described, giving armor and tunic colors, etc. **\$30.00**

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WRG ARMIES OF THE MIDDLE AGES Volume 1 1300 - 1487 AD A must have for all fantasy & historical medieval gamers. This book contains 215 coats-of-arms, for both heater shields and knights' banners and pennons. Organisation, tactics, history, dress and equipment are provided for the Hundred Years War, War of the Roses, & the Burgundian Wars, and covers, England, Burgundy, France, Free Companies, Ireland, Italy, Low Countries, Scotland, Spain, & Switzerland. The book is so detailed that it includes even the actual money paid to various troop classes throughout those wars, eg, £1 a day to a Prince in 1347, to £6 to a Hobilier. It covers the make up of men-at-arms, including ratio of bannerets, knights, esquires. Has illustrations and descriptions, color guides to all the troop types for each belligerent. 192 pages. Special price. **\$19.00**

WRG ARMIES OF THE MIDDLE AGES Volume 2 1300 - 1500 AD A 200 page historical reference book on the organisation, tactics, dress, weapons, and history of armies of the Ottoman Empire, Eastern Europe, & the Near East from 1300-1500 AD. Nations included are: Albania, Byzantine, Catalan Company, the Golden Horde, Holy Roman Empire, Hospitaliers, Hungary, the Hussites (with those cute war wagons!), Mamluks, Ottoman Empire, Poland, Teutonic Knights, the various Italian city states, etc. Includes details of major battles, 105 coats-of-arms, illustrations of all the troop types, artillery, etc. **\$38.00**

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☞ **Hyksos 1600 BC DBM Army - 350 Points, 29 Cv(S) Chariots, 3 Cv(O) Chariots, 24 Spearmen, 64 skirmishers.** I used this army at CanCon97 and came around 8th. (Chariot Miniatures) **\$180.00**

☞ **Mitanni 1300 BC DBM Army - 350 Points, 24 Cv(S) Chariots, 6 Cv(O) Chariots, 32 Spearmen, 32 skirmishers.** Probably the best chariot army ever, with regular generals. (The armored Mitanni Chariots are stunning, new from Chariot Miniatures) **\$162.00**

☞ **New Kingdom Egyptian 1250BC DBM Army - 350 Points, 13 Cv(S) Chariots, 64 Spearmen, 40 archers, 24 javelinmen, 16 skirmishers.** (Chariot Miniatures) **\$131.00**

☞ **Hittite Empire 1300 BC DBM Army - 350 Points, 11 knight chariots, 7 Cv(S) Chariots, 3 Cv(O) Chariots, 72 Spearmen, 64 skirmishers.** (Chariot Miniatures) **\$149.00**

☞ **Etruscan 399 BC DBM Army - 350 Points, 24 Cavalry, 16 Hoplites with pila, 32 Hoplites, 160 2nd & 3rd Class Spear, 40 javelinmen.** (Chariot Miniatures) **\$148.00**

☞ **Later Hoplite Spartan DBM Army - 350 Points, 63 elements, 210 15mm figures - 3 Generals, 153 hoplites, 24 Javelinmen, 12 Light Horse, 18 baggage animals.** (Museum Miniatures) **\$102.00**

☞ **Later Hoplite Spartan DBM Army - 349 Points, 65 elements, 226 15mm figures - 3 Generals, 153 hoplites, 12 Javelinmen, 16 Cretan archers, 12 Light Horse, 18 baggage animals.** (AB Figures) **\$125.00**

☞ **Later Hoplite Athenian DBM Army - 350 Points, 86 elements, 308 15mm figures - 3 Generals, 197 hoplites, 24 peltasts, 12 Javelinmen, 12 Cretan archers, 18 Cavalry, 12 Thracian light horse, 18 baggage animals.** (AB Figures) **\$196.00**

☞ **Later Hoplite Theban DBM Army - 350 Points, 77 elements, 280 15mm figures - 3 Generals, 177 hoplites, 24 peltasts, 12 Javelinmen, 16 Cretan archers, 18 Cavalry, 18 baggage animals.** (AB Figures) **\$158.00**

☞ **Early Achaemenid Persian 480 BC DBM Army - 349 points, 69 elements, 207 15mm Figs - 3 Mid Generals, 24 Cavalry, 6 Bactrian Cavalry, 16 Skythian light horse, 24 Immortals, 56 Sparabara, 12 Skythian archers, 24 Paphlagonians, 16 Mysians, 8 Persian archers, 18 Baggage animals.** (Museum Miniatures) **\$118.00**

☞ **Thracian 300 BC DBM Army - 349 Points, 84 elements, 223 15mm figures - 3 Generals, 18 Cavalry, 50 Light Horse, 45 Peltasts Irr Ax(O), 45 Peltasts Irr Ax(S), 16 javelinmen, 16 archers, 18 baggage animals.** (Gladiator & Museum Figures) **\$129.00**

☞ **Skythian 350 BC DBM Army - 350 Points, 84 elements, 224 15mm figures - 3 Generals, 21 Cavalry, 68 Light Horse, 60 archers, 30 Tribal Auxiliaries, 12 slingers, 18 baggage animals.** (Museum) **\$139.00**

☞ **Gallic DBM Army, 100 BC - 350 points, 93 elements, 255 15mm figures - 3 mid Generals, 51 Cavalry, 135 Warband, 48 Skirmishers, 18 baggage animals.** (Museum Miniatures) **\$141.00**

☞ **ALEXANDRIAN MACEDONIAN 330 BC - 351 points, 63 elements, 211 15mm figures - 3 mid Generals, 18 Companions, 6 Prodromoi, 12 Thessalians, 6 Thracian light horse, 16 Hypaspists, 96 Phalangites, 16 Agrianians, 8 Cretan archers, 18 baggage animals.** (Museum Miniatures) **\$112.00**

☞ **Later Achaemenid Persian 330 BC DBM Army - 350 points, 63 elements, 186 15mm Figs - 1 General in chariot, 2 Mid Generals, 10 Guard Cavalry, 18 Persian Cavalry, 12 Bactrian cavalry, 36 Colonist Cavalry, 12 light cavalry, 24 Light Hoplites, 24 Kardakes, 15 Takabara, 14 slingers, 18 baggage animals.** (Museum Miniatures) **\$132.00**

☞ **LATER CARthaginian 209 BC - 350 points, 64 elements, 180 15mm figures - Hannibal & 2 bodyguard, 2 mid generals, 16 Poeni Cavalry, 12 Spanish Cavalry, 16 Libyan Light Horse, 2 elephants & crew, 16 Poeni Citizen Spearmen, 32 Hannibal's Veteran Spearmen, 16 Libyan Spearmen, 12 Spanish Scutarii, 8 Spanish Javelinmen, 6 Balearic slingers, 8 Numidian Javelinmen, 18 baggage.** (Figures are by Battle Honor, Please allow 4 weeks for delivery) **\$120.00**

☞ **One of the two all time favourite armies amongst Ancient wargamers. The army of Hannibal in the Carthage-Rome wars. The two armies are distinctly**

different and yet offer a balanced game every game. The Romans have much better foot, but the Carthaginians have much better mounted.

POLYBIAN ROMAN 209 BC - 349 points. 157 15mm figures - 3 mld generals, 21 Roman Cavalry, 3 Spanish Cavalry, 80 Hastati & Principes, 20 Triarii, 18 Velites, 12 Spanish Auxiliaries, plus baggage. (Figures by Battle Honors. Please allow 4 weeks for delivery.) \$99.00
The Roman army as it started to hold its own and better against the Carthaginians. Earlier Roman armies had poor skirmishers. Leves as opposed to the Velites above, which were the match for any Numidian or Spanish skirmishers. Your centre will beat the Carthaginians - but watch those flanks!

Pyrrhic DBM Army - 349 points, 68 elements. 217 15mm Figs - 3 Mld Generals, 15 Macedonian Cavalry, 15 Greek Cavalry, Aitolian Light Horse, 64 Pikes, 64 Hoplites, 16 Javelinmen, 16 Archers, 18 Baggage animals. (Museum Miniatures) \$117.00

Seleucid DBM Army - 350 points, 59 elements. 203 15mm Figs - 3 Mld Generals, 26 Cataphracts, 2 Fast knights, 12 Light Horse, 16 Argyspids, 16 Roman Argyspids, 80 Pikes, 16 Thurophoroi, 6 Slingers, 8 Archers, 18 Baggage animals. (Museum Miniatures) \$113.00

Ptolemaic DBM Army - 350 points, 68 elements. 220 15mm Figs - 3 Mld Generals, 21 Cleruch Cavalry, 8 Ethnic Cavalry, 120 Macedonian Phalangites, 20 Thurophoroi, 16 archers, 14 Javelinmen, 18 Baggage animals. (Museum Miniatures) \$116.00

Early Imperial Roman DBM Army - 350 points, 49 elements. 182 15mm Figs - 3 Mld Generals, 30 Cavalry, 80 Legionaries, 48 Auxiliaries, 18 Baggage animals. (Museum Miniatures) \$98.00

Middle Imperial Roman DBM Army - 350 points, 51 elements. 199 15mm Figs - 3 Mld Generals, 30 Cavalry, 80 Legionaries, 24 Legio Lanciani, 32 Auxiliaries, 18 Baggage animals. (Museum) \$101.00

Late Imperial Roman DBM Army - 350 points, 59 elements. 186 15mm figures - 3 Generals, 12 Cavalry, 9 Catafractarii, 12 Cibitarii, 8 Equites Illyricani, 4 Equites Sagittarii, 48 Legionarii, 24 Supporting archers, 24 Auxilia Palatina, 12 Supporting archers, 18 baggage animals. (Gladiator Figures) \$129.00

Hunnish 440 AD - 346 points, 50 elements. 104 15mm figures - 3 generals, 11 Cavalry, 68 Hun light horse, 10 Alan light horse, 18 baggage. Figures by Museum. \$93.00

Bactrian Greek 250BC DBM Army - 351 points, 56 elements. 182 15mm Figs - 3 Mld Generals, 30 Cavalry, 6 Light Cavalry, 27 Iranian Lancers, 22 Bactrian light horse, 64 Phalangites, 12 Indian Spearman, 12 Indian archers, 18 baggage. (Museum Miniatures) \$130.00

Classical Indian 321 BC 348 points, 39 elements. 143 15mm figures - 7 elephants with 4 supporting javelinmen each, 3 Superior Knight 4 horse, 6 crew Chariots, 18 Cavalry, 48 Archers, 21 Javelinmen & 18 baggage animals. (New figures by Irregular Miniatures - superb!) \$127.00

Mongol 1206 - 1266 AD - 350 points, 44 elements. 106 15mm figures, including 3 generals, 17 Guard Cavalry, 18 Heavy Cavalry, 50 Superior Light Horse, & 18 baggage. Figures by Museum (very nice!) \$99.00

Ilkhanid Mongol 1281 AD - 350 points, 43 elements. 111 15mm figures - 4 generals, 14 Guard Cavalry, 6 Hospitaller Knights, 16 Hospitaller Crossbowmen, 41 Mongol Light Horse, 12 Kurdish foot, 18 baggage animals. Figures by Museum very nice! \$82.00

Ayyubid Egyptian 1171 AD - 350 points, 51 elements. 128 15mm figures - 3 generals, 24 Mamluk superior cavalry, 9 unarmored Mamluk cavalry, 18 Askaris cavalry, 20 Turkoman superior light horse, 12 Bedouin Arab light horse, 18 auxiliaries, 10 skirmishers, 18 baggage. Figs by Museum. The armies of Saladin, the classic opponent of the Later Crusaders. For players who like cavalry armies, this is one of the best, having regular generals.. \$100.00

Later Crusader 1250 AD - 348 points, 41 elements. 139 15mm figures - 1 Cinc, 1 Templar General, 1 Hospitaller General, 11 Templar Knights, 11 Hospitaller Knights, 20 Other Knights, 12 Turcopoles, 32 Foot Sergeants, 32 Military order crossbows, 18 baggage. Figures by Museum. \$89.00

Mamluk Egyptian 1250 AD - 349 points, 48 elements. 123 15mm figures - 3 generals, 42 Mamluk superior cavalry, 18 Halqa ordinary cavalry, 20 Turkoman superior light horse, 18 auxiliaries, 10 skirmishers, 18 baggage. Figures by Museum. The successors to the Ayyubids. \$100.00

100 Years War English 1410 AD - 350 points, 41 elements. 145 15mm figures - 3 Generals, 6 Mld Knights, 24 Dismounted Knights, 80 Longbowmen, 16 Billmen, 4 Irish Kerns, 18 baggage animals. (Museum Miniatures) \$72.00

Medieval French 1410 AD - 350 points, 52 elements. 160 15mm figures - 3 generals, 51 knights, nobles, sergeants, 30 French Crossbowmen, 24 Genoese Crossbowmen, 30 Brigans, 10 Ribauds, & 18 baggage animals. (Museum Miniatures) \$100.00

Wars of the Roses English Yorkshire 1460 AD - 347 points, 54 elements. 181 15mm figures - 3 generals, 24 Men-at-arms, 20 Retinue Billmen, 40 Retinue Archers, 34 Shire Billmen, 42 Shire archers, 16 German pikemen, 18 baggage. Figures by Museum. The successors to the Ayyubids. \$100.00

French Ordinance 1450 AD - 349 points, 39 elements. 107 15mm figures - 3 generals, 33 Knights, 20 Ordinance archers, 30 Francs archers, 6 handgunners, 3 Bombards, 18 baggage. Figures by Museum. The successors to the Ayyubids. \$80.00

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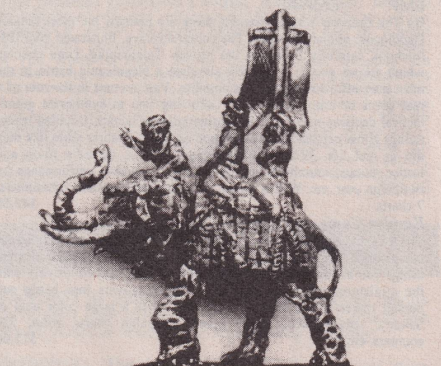
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MUSIF06	Indian Maiden Guard (1)	\$0.55
MUSIF22	Indian Foot Officer (1)	\$0.55
IRRR23	Indian Foot Standard Bearer (1)	\$0.55
IRRR24	Indian Foot Drummer (1)	\$0.55



RC13



RC20

RC21

RC22

RC23

Gallie/Galatin/British 400 BC - 75 AD

True 15mm metal miniatures available separately

MUSGL01	Naked Fanatic w/sword & shield (1)	\$0.55
MUSGL02	Naked Fanatic w/spear & shield (1)	\$0.55
MUSGL03	Foot Warrior w/shield & sword (1)	\$0.55
MUSGL04	Light Infantry skirmisher, shld & jvln (1)	\$0.55
MUSGL05	Light Infantry Javelinman, shld & jvln (1)	\$0.55
MUSGL06	Light Infantry archer (1)	\$0.55
MUSGL07	Cappadocian/Paphlagonian, shld & jvlns	\$0.55
MUSGL08	British Light Cavalry, shld & jvln (1)	\$1.10
MUSGL09	Medium/Heavy Cavalry, shld & spear (1)	\$1.10
MUSGL10	Noble Cavalry/General/Cinc, mail & shld	\$1.10
MUSGL11	Light Infantry Slinger (1)	\$0.55
MUSGL12	Infantryman armed with war horn (1)	\$0.55
MUSGL13	Infantryman holding standard (1)	\$0.55
MUSGL14	Warrior in chainmail, shield, sword (1)	\$0.55
MUSCT04	Two Horse Chariot with driver & warrior	\$5.50
MUSCT04G	Two Horse Chariot driver & armored War	\$5.50

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True 15mm metal miniatures available separately

MUSRM02	Mounted Roman Cinc/General (1)	\$1.10
MUSRM03	Middle Imperial Legionary (1)	\$0.55
MUSRM04	Middle Imperial Legionary Lancian (1)	\$0.55
MUSRM05	Equites Sagittarii Legionary Lt Cav (1)	\$1.10
MUSRM06	Equites Alares/Cothorates Cavalry (1)	\$1.10
MUSRM07	Middle Imperial Auxiliary Infantry (1)	\$0.55
MUSRM08	Legionary Centurion (1)	\$0.55
MUSRM09	Legionary Standard Bearer (1)	\$0.55
MUSRM10	Legionary Legionary Musician (1)	\$0.55
MUSRM11	Early Imperial Legionary, Lorica Segmna	\$0.55
MUSRM12	Early Imperial Auxiliary Infantry (1)	\$0.55
MUSRM13	Early Imperial Auxiliary Infantry (1)	\$0.55

MUSRM14	Sarmation Lancer on Horse (1)	\$1.10
MUSRM15	Auxiliary Centurion (1)	\$0.55
MUSRM16	Auxiliary Standard Bearer (1)	\$0.55
MUSRM17	Auxiliary Auxiliary Musician (1)	\$0.55
MUSRM18	Early Imperial Legionary with Sword (1)	\$0.55
MUSRM19	Middle Imperial Legionary with Sword (1)	\$0.55
MUSRM20	Middle Imperial Lancian with sword (1)	\$0.55

1000s - 1300s AD Early Medieval

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MUSNI03	Heavy Infantry Spearman, kite shld (1)	\$0.55
MUSNI04	Unarmored Crossbowmen (1)	\$0.55
MUSNI05	Medium armored archers (1)	\$0.55
MUSNI06	Slav Infantry with spear & kite shield (1)	\$0.55
MUSNI07	Heavy Infantry with 2 handed axe (1)	\$0.55
MUSNI08	Viking Berserker with axe (1)	\$0.55
MUSNI09	Viking Berserker with sword (1)	\$0.55
MUSNI10	Viking Bondi Archers (1)	\$0.55
MUSNI11	Viking Bondi Spearman with sword (1)	\$0.55
MUSNI12	Viking Bondi Spearman with sword (1)	\$0.55
MUSNI13	Viking Skirmisher, javelin, shield (1)	\$0.55
MUSNI14	Viking Bondi Spearman with spear (1)	\$0.55
MUSNI15	Viking Cinc on foot, sword & shield (1)	\$0.55
MUSNI16	Viking Huscarl with axe (1)	\$0.55
MUSNI17	Slav Infantry light infantry (1)	\$0.55
MUSNI18	Viking Ulfhednar with sword (1)	\$0.55
MUSNI19	Viking/Norman Hyv Inf, spr. shld (1)	\$0.55
MUSNI25	Crusader Crossbowman, armored (1)	\$0.55
MUSNI26	Crusader Archer, chainmail hauberk (1)	\$0.55
MUSNI27	Crusader Foot Knight, sword, shld (1)	\$0.55
MUSNI28	Crusader Foot Knight with mace, shld (1)	\$0.55
MUSNI29	Crusader Foot Knight w/spear & shld (1)	\$0.55
MUSNI30	Crusader Heavy inf w/spear & shld (1)	\$0.55
MUSNI31	Armored crossbowman (1)	\$0.55
MUSNI32	Crusader Foot Knight w/sword & shld (1)	\$0.55
MUSNI34	Crusader General on foot, sword, shld (1)	\$0.55
MUSNI36	Crusader Foot Knight with axe (1)	\$0.55
MUSNI37	Teutonic Foot Knight with mace, shld (1)	\$0.55
MUSNI38	Crusader Foot Knight with sword, shld (1)	\$0.55
MUSNI39	Teutonic Foot Knight with sword, shld (1)	\$0.55
MUSNI40	Teutonic Foot Knight with lance, shld (1)	\$0.55
MUSNC01	Mid Norman Caballarii (c 850 AD) (1)	\$1.10
MUSNC02	Mid Norman Knight w/lance & shield (1)	\$1.10
MUSNC03	Mid Norman Knight w/lance & shield (1)	\$1.10
MUSNC04	Mid Norman Retainer, medium cav (1)	\$1.10
MUSNC10	Mid Crusader Turcopoles firing bow (1)	\$1.10
MUSNC11	Mid Crusader Turcopole with javelin (1)	\$1.10
MUSNC12	Mid Norman Cinc (1)	\$1.10
MUSNC13	Mid Crusader Templar Knight (1)	\$1.10
MUSNC14	Mid Crusader Hospitaller Knight (1)	\$1.10
MUSNC15	Mid Crusader Hospitaller Knight w/sword	\$1.10
MUSNC16	Mid Crusader Sergeant w/lance (1)	\$1.10
MUSNC17	Mid Crusader Knight with lance/shld (1)	\$1.10
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Mongols

True 15mm metal miniatures available separately

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MUSMG02	Mongol Standard Bearer Unarmored Horse (1)	\$1.10
MUSMG03	Keshik Turghat Extra Heavy Cav (Bow) (1)	\$1.10
MUSMG04	Keshik Turghat Extra Heavy Cav Lancer (1)	\$1.10
MUSMG05	Keshik Khorchin Light Cav with bow (1)	\$1.10
MUSMG06	Mongol Toumans Light Cav Bow (1)	\$1.10
MUSMG07	Mongol Toumans Light Cav Sword (1)	\$1.10
MUSMG08	Mongol Toumans Light Cav Lance (1)	\$1.10
MUSMG09	Mongol Toumans Heavy Cav (1)	\$1.10
MUSMG11	Ilkhanid Light Cav with bow (1)	\$1.10
MUSMG12	Ilkhanid Light Cav with bow (1)	\$1.10
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MUSMG14	Ilkhanid Lancer on Armored Horse (1)	\$1.10

1300s - 1500s AD Medieval Europe

True 15mm metal miniatures available separately

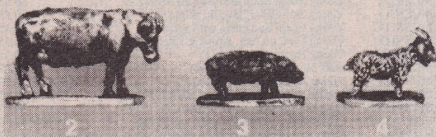
MUSMD001	Unarmored English Longbowman (1)	\$0.55
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MUSMD005	Genoise Crossbowman (1)	\$0.55
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MUSMD027	Retinue Armored Longbowman (1)	\$0.55
MUSMD028	Mounted Shire Levy Hobilar MC (1)	\$1.10
MUSMD029	Shire Levy Billman (1)	\$0.55
MUSMD030	Burgundian Handgunner (1)	\$0.55
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MUSMD032	Mounted Retinue Billman (1)	\$1.10
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MUSMD034	Burgundian Armored Pikeman (1)	\$0.55
MUSMD035	Mounted, armored crossbowman (1)	\$1.10
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MUSMD037	Later Men-at-arms on foot with sword (1)	\$1.10
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MUSMD039	Medium Bombard & Crew	\$8.25
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15mm Equipment

By Museum or Irregular Miniatures

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MOOMOO2	Cows (2)	\$1.30
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BLEAT4	Goats (3)	\$1.10
SNORT5	Bison (2)	\$1.30
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SPITSPIT7	Camel (1)	\$1.10
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MEHMEH9	Lambs (4)	\$1.10
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GROWL11	Australian (It's a dog too)	\$0.55
HUMP12	Pack Mules (2)	\$1.30
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15mm Defenses

By Irregular Miniatures

Eastern Bank with Wooden Palisade 40mm wide	\$4.00
Wooden Palisade 40mm wide	\$1.30
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Stone Wall 40mm wide	\$1.30
Eastern Ditch 40mm wide	\$4.00
Medieval Tent 35mm wide	\$4.00

AB ANCIENTS

By Tony Barton

The best ancients figures I've seen, by far, but around 18mm tall.

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ABGR2	Rear Rank Hoplite (1) 2 types	\$0.70
ABGR3	Front Rank Spartan (1) 2 types	\$0.70
ABGR4	Rear Rank Spartan (1) 2 types	\$0.70
ABGR5	Nude Hoplite (Boetian/Theban) (1) 2 types	\$0.70
ABGR6	Cretan Archer (1) 2 types	\$0.70
ABGR7	Spartan Officer (1)	\$0.70
ABGR8	Hoplite Officer (1)	\$0.70
ABGR9	Pipe Player (1)	\$0.70
ABGR10	Horn Player (1)	\$0.70
ABGR11	Thessalian Cavalryman (1)	\$1.40
ABGR12	Athenian Cavalryman (1)	\$1.40

Eureka Miniatures Catalog

As you may or may not know, Museum, Gladiator, Irregular, AB, and Pull Thrust miniatures are all cast here in Melbourne under licence by Eureka Miniatures. Eureka Miniatures also produce a magnificent half an inch thick catalog, which contains hundreds and hundreds of black and white photographs of almost all the massive range listed in the catalog. We are proud to announce that we are now offering the entire Eureka Miniatures range. Simply buy this catalog, have a look at the photos, and order the codes from us as per usual, pay for the titles according to the price code at the beginning of the catalog, and we will send the items to you.

Eureka Miniatures Catalog \$15.00

BATTLE HONORS

By Tony Barton

These are the best Polybian/Camilian/Republican 15mm Romans I have seen. I took one look at the figures, and immediately hunted down the supplier in England, bought myself the army, and decided to run the figures in this catalog too. All the shields are separate, as are most of the plumes and spears. Stick the shields at slightly different angles, and the figures look alive. (Minimum order is ten packs. Allow three weeks for delivery.)

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RO2	Hastati/Poor Principes, standing with pilum, square armor (8)	\$4.30
RO3	Hastati/Poor Principes, throwing pilum, square armor plate (8)	\$4.30
RO4	Principes (or Triarii), mail shirt, standing with spear (8)	\$4.30
RO5	Triarii Kneeling to receive charge, mail shirt, spear, (8)	\$4.30
RO6	Infantry Command Group (5)	\$4.30
ROC1	Roman/Italian Cavalry, mail shirt, javelin, shield (3)	\$4.30
CCG6	Use as Roman Mounted Command (3)*	\$4.30

* Actually Carthaginian mounted command group.

Carthaginian

CG1	Citizen Infantry (8) (Auxilia)	\$4.30
CG2	Citizen Infantry (8) (Auxilia)	\$4.30
CG3	Libyan Spearman (8) with long thrusting spear	\$4.30
CG4	Hannibal's Veteran Spearman (8) with long thrusting spear	\$4.30
CG5	Libyan Javelinmen (8)	\$4.30
CG6	Numidian Javelinmen (8)	\$4.30
CG7	Spanish Scutarii (8)	\$4.30
CG8	Balearic Slingers (8)	\$4.30
CG9	Spanish Javelinmen (8)	\$4.30
CG11	Carthaginian Infantry Command (5)	\$4.30
CGC1	Poeni Carthaginian Cavalry (3)	\$4.30
CGC2	Libyan Cavalry (3)	\$4.30
CGC3	Spanish Cavalry (3)	\$4.30
CGC6	Carthaginian Mounted Command (3)	\$4.30
CGC7	Hannibal and Two Companions (3 mounted)	\$4.30
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GR9	Stone Thrower (8)	\$4.30
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Mounted Figures count as 2 figures

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15th Century Medieval Starter Set \$60.00
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Empire

EMP EMPIRE

By The Emporer's Headquarters, these are perhaps the most famous Napoleonic miniatures rules. The comprehensive, illustrated EMPIRE rulebook carefully describes the proven Telescoping Time concept which allows you to accurately simulate a Napoleonic battle in the most time-efficient manner yet possible. You are cast in the role of a real corps or army commander, allowing you to synthesize grand-tactical decision-making with consideration of tactics. Detailed leader ratings allow personalities to function on the miniatures table like they did in real life. With detailed appendices that describe troop and leader ratings, morale, firepower, changing combat performance by campaign year, etc. With a sturdy 3 ring binder, one sheet of counters, 7 charts. \$42.50

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Skirmish wargames rules for the period 1700 - 1900. The rules were written to provide a fast moving game, lasting from one to two hours. For two or more players, each with up to 8 figures. Gives troop specifications for Seven Years War and Napoleonic battles, Indian Mutiny against Colonial English, the American Civil War, Sudan Campaigns, American Indians, etc. \$13.50

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COA FROM VALMY TO WATERLOO

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replace the first line if it takes too many casualties. For infantry it is more important to launch a well prepared assault than to charge in with a horde of units. Includes a 96 page rulebook (not too complicated!), 4 scenarios, cheat sheet book, 210 counters, 20 unit cards, templates. \$55.00

The Art of War Magazine # 25 Clash of Arms quarterly magazine. This issue contains tactics from Valmy to Waterloo, as well as expansion rules for Achtung-Spitfire, a Command at Sea scenario, the Graf Spee, a narrative history for 1807: The Eagles Turn East, and Advanced Rules for Landships. \$4.00

Napoleon's Battles

AVA NAPOLEONS BATTLES

Rules for grand tactical brigade-regimental warfare from 1792 to 1815. Includes unique mechanics that stress Command-Control & player interaction. One 15mm figure represents either 120 infantry or 80 cavalry, with 1 artillery base per battery. One turn = 30 minutes, one inch = 100 yards. Features an introduction (32 pages), a scenario book with 8 battles and DYO (48 pages), a rulebook with three complexity levels (36 pages), reference cards, templates, and 186 counters. Over 350 troop types, all nationalities, and 800 leaders are rated for their abilities. Counters are included for those without miniatures. By Avalon Hill. \$45.00

Warfare in the Age of Reason

EMP WARFARE IN THE AGE OF REASON

By The Emporer's Headquarters, an easy to learn set of miniatures rules for the 18th Century. Tactical, campaign and siege sections can be used together or separately to let you refigure battles from Marlborough to George Washington. The tactical rules use simple but in-depth mechanics to portray the fighting styles of the period. The elegant Campaign system is designed to keep book keeping chores to a minimum while allowing players to exercise grand strategy. Smooth translation rules from map to tabletop. With army lists for the campaigns of Marlborough, the Great Northern War, the Wars of Frederick the Great, the French and Indian War, the Jacobite Rebellions, Clive's Conquest of India, and the American Revolution. Has 102 tactical maps and a campaign map of Europe, India, and American Colonies. \$27.00

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AB 15mm Napoleonics

AB offer the very finest in 15mm Napoleonic. Beautifully sculpted and detailed, each type comes in a number of variations. The number of variations on each code varies from type to type, and can range from 1 to 10 variations. When you order you will be supplied with a random selection of variations within that figure type.

French

15mm metal figures available individually

Imperial Guard

ABIG1	Chasseur a Cheval Mid Trooper (1)	\$1.40
ABIG2	Chasseur a Cheval Mid Officer (1)	\$1.40
ABIG3	Chasseur a Cheval Mid Trumpeter (1)	\$1.40
ABIG4	Chasseur a Cheval Guidon Bearer Mid (1)	\$1.40
ABIG5	Grenadier of the Guard at attention (1)	\$0.70
ABIG6	Grenadier of the Guard Drummer (1)	\$0.70
ABIG7	Grenadier of the Guard Officer (1)	\$0.70
ABIG8	Grenadier of the Guard Eagle Standard Bearer	\$0.70
ABIG10	Chasseur of the Guard at attention (1)	\$0.70
ABIG11	Chasseur of the Guard Drummer (1)	\$0.70
ABIG12	Chasseur of the Guard Officer (1)	\$0.70
ABIG13	Chasseur of the Guard Eagle Standard Bearer	\$0.70
ABIG16	Guard Officer Mounted (1)	\$0.70
ABIG17	Guard Sapper (1)	\$0.70
ABIG40	Foot artillery crewman (1)	\$0.70

French Generals and Staff

ABSET1	Mid: Davout, Lannes, Lasalle, General	\$6.00
ABSET2	Mid: Houtpoul and Nansouty	\$3.00
ABSET3	Six Mounted Marshalls	\$10.00
ABSET4	Six ADCs with horses	\$10.00

Imperial French 1806-1813

Line Infantry

ABIF1	Fusilier, lozenge plate, march attack (1)	\$0.70
ABIF1a	Fusilier, lozenge plate, advancing (1)	\$0.70
ABIF2	Fusilier, covered shako, march attack (1)	\$0.70
ABIF3	Fusilier, loading or firing (1)	\$0.70
ABIF4	Fusilier Officer (1)	\$0.70
ABIF5	Fusilier Drummer (1)	\$0.70
ABIF6	Grenadier, shako, plume, march attack (1)	\$0.70
ABIF6a	Grenadier, shako, plume, advancing (1)	\$0.70
ABIF7	Grenadier, covered shako, march attack (1)	\$0.70
ABIF8	Grenadier, loading or firing (1)	\$0.70
ABIF9	Grenadier Officer (1)	\$0.70
ABIF10	Grenadier Drummer (1)	\$0.70
ABIF11	Volunteer, shako, plume, skirmishing	\$0.70
ABIF12	Volunteer, covered shako, skirmishing	\$0.70
ABIF13	Fusilier/Grenadier Eaglebearer (1)	\$0.70
ABIF14	Douxienne Portaflegs with halberd (1)	\$0.70
ABIF15	Fusilier/Grenadier Standard Bearer (no eagle)	\$0.70
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ABIF50	Chasseur, march attack (1)	\$0.70
ABIF51a	Carabinier, shako, march attack (1)	\$0.70
ABIF51b	Carabinier, bearskin, march attack (1)	\$0.70
ABIF52b	Volunteer, colpack, march attack (1)	\$0.70
ABIF53a	Volunteer, shako, skirmishing (1)	\$0.70
ABIF53b	Volunteer, colpack, skirmishing (1)	\$0.70
ABIF54	Light Infantry Officer (1)	\$0.70
ABIF54a	Light Infantry Officer, bearskin (1)	\$0.70
ABIF55	Light Infantry Drummer (1)	\$0.70
ABIF55a	Lt Inf Drummer, shako & plume (1)	\$0.70
ABIF56	Light Infantry Eagle Bearer (1)	\$0.70
ABIF57	Deuxieme Portaflegs with halberd (1)	\$0.70
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Miniatures & Miniatures Rules: WW2 - 51

ABIF59	Pioneer/sapper, colpack (1)	\$0.70
Cavalry		
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ABIFC5	Elite Chasseur Trooper (1)	\$1.40
ABIFC7	Elite Chasseur Officer (1)	\$1.40
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ABF20a	Dragon charging (1)	\$1.40
ABF21	Dragon Officer (1)	\$1.40
ABF22	Dragon Trumpeter (1)	\$1.40
ABF23	Dragon Guidon Bearer (1)	\$1.40
ABF23a	Dragon Eagle Bearer (1)	\$1.40
ABF27	Hussar Trooper, shako (1)	\$1.40
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ABF28	Hussar Officer, shako (1)	\$1.40
ABF28a	Hussar Officer, colpack (1)	\$1.40
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ABF29a	Hussar Trumpeter, colpack (1)	\$1.40
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ABF32	Carabinier Trumpeter (1)	\$1.40
ABF33	Carabinier Standard Bearer (1)	\$1.40
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British 1806-1813

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ABB5a	Ensign with cased Standard (Early)	\$0.70
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ABB10	Infantry Centre Coy, order arms (1)	\$0.70
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ABB30a	Light Infantry advancing (1)	\$0.70
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ABB32	Light Infantry Officer (1)	\$0.70
ABB33	Light Infantry Drummer (1)	\$0.70
ABB34	Light Infantry Bugler (1)	\$0.70
ABB35	Light Infantry Ensign (1)	\$0.70
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ABB37	Pioneer (1)	\$0.70
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ABB40	Centre Co. advancing levelled musket (1)	\$0.70
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ABBC3	Dragon Officer, cocked hat (1)	\$1.40
ABBC4	Dragon Trumpeter, cocked hat (1)	\$1.40
ABBC5	Dragon, watering cap, overalls (1)	\$1.40
ABBC6	Dragon, charging, watering cap, overalls (1)	\$1.40
ABBC7	Dragon Officer, watering cap, overalls (1)	\$1.40
ABBC8	Dragon Trumpeter, watering cap, overalls (1)	\$1.40
ABBC10	Light Dragon, helmet (1)	\$1.40
ABBC11	Light Dragon, helmet, charging (1)	\$1.40
ABBC12	Light Dragon Officer, helmet (1)	\$1.40
ABBC13	Light Dragon Trumpeter (1)	\$1.40
Artillery		
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ABBA3	5 1/2" Howitzer	\$2.50
ABBA4	Foot Artillery Crewman loading (1)	\$0.70
ABBA5	Foot Artillery Crewman firing (1)	\$0.70
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ABBG1	Staff Set One (Packham, General, Cotton)	\$5.00
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From Valmy to Waterloo Rules, and over 100 15mm French & British excellent AB figures, incl. infantry, cavalry, artillery.

Zulu Wars Army Starter Set \$69.95
Fields of Honor Rules, and 100 15mm Zulu and British Colonial figures, made by Irregular Miniatures.

American Civil War Johnny Reb

GDW JOHNNY REB 3rd Ed
3rd Edition. Infantry uses a scale of one figure equals 30 men. This means that an infantry regiment of 16 miniature figures, being four stands of four figures per stand - represents a 480 man regiment. Each artillery piece represents one battery, with two or three crew, representing two or three sections within the battery. This version of

the rules is greatly streamlined, with the vast array of tables and charts from previous editions being replaced with a system that required only one single sheet for almost all the info needed for play. The regiment is the basic building block of the rules. A simplification of combat and charge systems the play of much larger games are possible. 96 pages, 240 counters, 4 copies of the Quick Reference Chart. \$38.00

Stars 'N' Bars

EMP STARS 'N' BARS
3rd Edition. This is The Emperor's Headquarters exciting, accurate and comprehensive rules system for simulating the American Civil War. Each player controls entire brigades, divisions and even corps-sized formations. This is possible by the use of the proven Telescoping Time Concept. The personality rating system makes the historical personalities come alive. You are challenged to play their role and are confronted with the problems that were once those of Robert E Lee, George A Custer, etc. You now lead the famous brigades, divisions, and corps and refight the epic battles of this war. Includes comprehensive rule book, counter sheet, play aid cards \$18.00

Warpaint

EMP WARPAINTE Cavalry & Indian Wars
This is a popular recent release by The Emperor's Headquarters. Warpaint is a set of rules specifically designed for 25mm figures (but can be used with 15mm) that enables you to recreate the endless battles and skirmishes that characterized the frontier that was the American Wild West. It features a quick play system that will not bog the gamer down, while still retaining much of the flavor of the period. The rules are written at a scale of 1 figure represents 5 cowboys or Indians, but an advanced option lets you play 1 to 1 scale, so that you can relive battles such as the OK Corral. Thirteen scenarios split between both scales will have you fighting Indians, surrounding Custer, defending wagon-trains, and resolving gun fights. \$18.00

25 Piece 15mm Indian Army Pack	\$15.00
25 Piece 15mm US Cavalry Army Pack	\$15.00
50 Piece 15mm Indian Army Pack	\$27.00
50 Piece 15mm US Cavalry Army Pack	\$27.00

(Note, mounted Indians & Cavalry count as 2 pieces)

Tabletop Complete Army

American Civil War Starter Set \$79.95
Johnny Reb Rules, and over 100 excellent 15mm AB figures, with Union and Confederate soldiers, including infantry, cavalry & artillery.

WW2 & Modern

Buckle For Your Dust!

WAR BUCKLE FOR YOUR DUST!
Miniature Wargames in Vietnam 1965-73. These rules help the player understand the full complexity and variety of combat during the "American" phase of the Vietnam war. Following this editorial, the rules and background explanations re-create the essential features of small-unit encounters in Vietnam. Typical scenarios involve action at around platoon or squad level, with a maximum of 50 models per side. These rules go far beyond the hardware and technology of the much-vaunted American war machine, and concentrate on the frustrations and psychic bafflement experienced by American soldiers. If you play like a Macho 'Can-do' American commander, you will find yourself humbled by an invisible, unsizeable enemy. 64 A4 sized pages. \$15.00

Challenger 2000

TAB CHALLENGER 2000
This new version of Challenger is both updated and revised, making a must for all modern miniatures gamers. Changes include new move sequence, new morale, Explosive Reactive Armor, new missiles, etc. The rules cover battleground combat from 1950 to 2000's. Each micro-scale (1/285th or 1/300th) miniature in the game represents one AFV, weapon, for man. The 66 page rulebook includes reference charts, a beaten-zone template & 170 markers. The popularity of this product is due to it's comprehensive detail & excellent tactical integration of the combined-arms doctrine. Mechanics cover the command network, communication, multiple ordinance, electronic & NBC warfare, engineering, helicopter operations, air support, and much more. \$16.00

Clash of Armor

COA CLASH OF ARMOR
Uses a unique Activation System based on Command Quality and a scale of 1 unit equalling 1 platoon, this game allows the gamer to simulate combat using historical troop ratios. Multidivisional battles can be played on a 4'x8' playing surface, and play completed within six hours. Clash of Armor governs time differently from most other miniatures rules. A unit activation system allows units to perform activities according to the logic of a player's strategy. The game allows players to push their units to greater levels of activity, but at the cost of greater fatigue and disorganization. Enemy units can also respond to these actions, but also at the cost of fatigue etc. The system is quite good, and favours German units flexibility over that of Russians, for example. 64 pages, and includes unit organisations, vehicle, gun and troop charts with stats, etc. \$35.00
FROM GOLAN TO SINAI Arab Israeli Wars 1956-73
Containing six scenarios spanning three wars, this Module includes all the supplemental rules and data needed to carry the Clash of Armor system through the Arab-Israeli wars until 1973. Each scenario includes a map, a brief historical commentary and unit organisations and equipment. All new vehicles and guns are provided with all relevant stats. \$25.00

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With eight scenarios. Five feature division level or greater combat. Chronologically they span from 1941-44. Two on the Eastern Front, one in North Africa, and two on the Western Front. The other three mini-scenarios are ideal for Tournament play. Each scenario has a detailed full page map, order of battle, and all combat charts necessary to play. \$25.00

ROMMEL'S BATTLES

Contains six scenarios covering Rommel's entire combat span in WWII. The actions are balanced and varied; the Germans are attacking in scenarios 1 & 3, defending in 6, counterattacking in 5, and involved in meeting engagements in 2 & 4. They cover France 1940, North Africa 1941-42, and France 1944. \$22.50
The Art of War Magazine # 25 Clash of Arms quarterly magazine. This issue contains Clash of Arms rules variants, tactics for from Valmy to Waterloo, as well as expansion rules for Achtung-Spitfire, a Command at Sea scenario, the Graf Spee, a narrative history for 1807: The Eagles Turn East, and Advanced Rules for Landships. \$4.00

Command At Sea

COA COMMAND AT SEA The Rising Sun

A World War II Tactical Naval Combat System in the league of Harpoon, in fact, written by the same people who did Harpoon. The game is a grand tactical system, with each ship and plane given all relevant stats in the Ship and Data Annex book included. No maps are used, the counters are used on your lounge room floor or a large table, just as in miniatures games. The game emphasizes technical and historical accuracy, woven into a streamlined easy to follow rules structure that keeps the action fast paced and fun. Combat resolution is built around a single die roll philosophy that keeps the players focusing on the battle and not rules. Extensive historical data and scenarios are included - even a map of Pearl Harbor and the location of all the US ships in one. With 140 colorful ship counters, 260 aircraft, basic rules, scenarios, ship & data annex, a scenario generator to let you build your own, and a jumpstart book that gets you playing in an hour. \$70.00

COMMAND AT SEA PLAYERS HANDBOOK

A 32 page handbook that is a collection of the charts and combat results tables that appear in the standard rules booklet. Designed for quick reference, the booklet provides all the charts and tables needed for fast tactical play. \$10.00

NO SAILOR BUT A FOOL Coastal Actions in WW II

A 64 page book with 210 counters representing ships from motor boats to battleships and aircraft, shore batteries, shore installations, amphibious assault troops. "No sailor but a fool fights a fortress." Said Sir Horatio Nelson. But in WW II some had to be fought. So this book has seven scenarios including Oslo 1940, Operation Sea Lion, etc. You must own CommandAtSea or Supermarine I. \$27.00

Painters Guide to World War II Naval Camouflage

54 page book combining descriptions and diagrams of the most important schemes and techniques of the American, British, French, German, Italian, Japanese, Russian, and other navies. \$22.50

SUPERMARINA I

This is a complete game of the War in the Mediterranean from 1941 - 1943, and portrays the struggle for naval supremacy in the Mediterranean Sea, the vital supply link for Axis forces in North Africa. With 24 scenarios from submarines verses convoys to battleships and cruisers slugging it out off Cape Teulada. The Data Annex book gives all the technical info. Several scenarios are highly suited to solitary play. With 150 counters of Italian and British ships, 240 aircraft counters, 30 info counters, rules, dice, etc. \$70.00

Supermarina I: First Part of the Mediterranean War A

64 page book full of scenarios and historical commentary of the action in the Mediterranean, June 1940-41, and so includes the German invasion of Crete, with air and sea elements. Good reading. \$17.00
Supermarina I: Data Annexes - Ships & Aircraft A book crammed full of aircraft and ship data annexes for all the ships and planes that took part in the naval war in the Mediterranean from Sept 1939 - Nov 1942. Each ship and plane has full stats. \$25.00

Supermarina I: Counter Sheet Two counter sheets printed back to back with full color ships and aircraft for Australia, Italy, England, and Germany (just air-craft). \$27.00

The Art of War Magazine # 25 Clash of Arms quarterly magazine. This issue contains tactics for from Valmy to Waterloo, as well as expansion rules for Achtung-Spitfire, a Command at Sea scenario, the Graf Spee, a narrative history for 1807: The Eagles Turn East, and Advanced Rules for Landships. \$4.00

1/6000th Scale WW2 Warships

Ships by Figurehead (Eureka Miniatures)

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FIG2N02	British Royal Navy "New" Fleet (6 Battleships, 19 Carriers, 30 Cruisers, 44 destroyers)	\$140.00
FIG2N10	Japanese WWII Pearl Harbour Fleet (4 Battleships, 8 Carriers, 7 Cruisers, 16 destroyers)	\$35.00
FIG2N12	Japanese WWII Midway Fleet (8 Battleships, 16 Carriers, 22 Cruisers, 62 destroyers)	\$95.00
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FIG2N22	United States WWII Leyte Gulf Fleet (21 Battleships, 36 Carriers, 36 Cruisers, 112 destroyers)	\$200.00

Harpoon 4

COA HARPOON 4

Harpoon 4 simulates modern naval warfare. Its rules explain how ships and aircraft move, detect enemy contacts, and attack them. Weapons inflict realistic damage and proper naval tactics produce accurate and believable results. Although a miniatures game, this boxed set includes 210 beautiful counters of ships, submarines, aircraft, helicopters, missiles, etc, so that you can open the box and play immediately. Harpoon 4 is the pre-eminent naval wargame for the modern age. It handles all aspects of maritime combat: surface, sub-surface and air. It is a system of detailed but comprehensible rules covering the many facets of modern naval actions. Consistent rating systems and evaluations of the capabilities of modern naval vessels, aircraft, submarines and helicopters make it possible to achieve realistic results with hypothetical scenarios, and can provide answers

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to questions like: "Are aircraft carriers powerhouses or sitting ducks? In the cat and mouse game between a Russian and a US submarine, which has the advantage?" With 210 counters, rules book, data annex book, quickstart rules, 4 dice. **\$80.00**

Harpoon Rules The rules that come in the game, also available separately. **\$26.00**

Harpoon 4 Quickstart Rules The Quickstart Rules that come in the game, also available separately. **\$16.50**

Harpoon 4 Data Annexes The Data Annexes that come in the game, also available separately. **\$27.00**

Harpoon 4 Players Handbook The booklet contains the charts and tables used with the Harpoon 4 rules. To speed play, they have all been collected into this one booklet. **\$13.50**

Panzerfaust-Armored Fist

JED PANZERFAUST-ARMORED FIST

This is a reprint of the 1987 3rd Edition. The author's have reprinted the game due to it still being the most comprehensive rules available for WW2. Useable with 1/300th, 1/76th or 15mm scales, these rules have a 1:1 ratio. Each infantry figure represents one man. As such, these rules are extremely detailed, but are easy to use so you can use them for skirmish games to battles between opposing battalions. There are 23 pages of tank and gun charts, with every gun and tank described by footnotes, and 25 pages of unit organizations and equipment, including variety factors. There are point values given for all troop types and equipment, and the nations covered are Belgium, Britain, Finland, France, Germany, Hungary, Italy, Japan, Poland, Rumania, Soviet, US Europe and US Pacific. Rules cover observation, weather, night fighting, rivers, cavalry, varying troop types, hand thrown weapons, truck mounted guns, spaced armor, direct and indirect fire, smoke, mines, fortifications, amphibious operations, airborne operations, and a simple vehicle painting guide. **\$18.00**

Spearhead

QUA SPEAR HEAD

By Arty Conliffe, who also brought us *Tactica*. This is a complete set of rules that simulate division-level tactics of WW2. The emphasis is on commanding a multi-battalion force, and all game mechanics serve that priority. Each model or stand of infantry represents a platoon. National differences are reflected. The key reasons for the German tactical superiority lay in their fighting system and training, not in better equipment. In *Spear Head*, the German player controls a flexible system which can adapt more easily to the ever changing battlefield. Conversely, a Russian player employs a less flexible command structure. There are four types of orders, and these bind battalions to specific actions on the table and limit the advantages of a players helicopter view. In this game, players must plan their battle carefully, because they cannot change bad plans quickly. Includes one rule book, one Troop Organisation and Equipment book, and several data cards, with all rules, charts, and troop types of all nationalities who fought in Europe or Africa. **Special Price \$20.00**

Seekrieg

XEN SEEKRIEG NAVAL MINIATURES RULES

Both novice and experienced players will find this game a must for either gaming or for historical reference. You won't find a more complete set of rules for the entire 1890 through 1945 period of naval warfare. Every ship, aircraft, electronics, torpedo and armament data have been included to cover almost every nation of the world that had naval warships, including Argentina, China, Russia, Germany, France, USA, Great Britain, Turkey, etc. The game can be played with scales from 1:4800 - 1:1200 or even larger if you have the space. Includes a 36 page rulebook with simple and optional rules, the Ship Data Vol 1 76 page book, a folio of game charts with 69 tables. **\$25.00**

Seekrieg Ship Data Vol II
This volume provides data for all major surface units afloat at the start of WWI and also provides additional data concerning alternations and additions performed throughout the conflict. Ship data for neutral countries and non-participants has also been included. 52 pages. **\$15.00**

Seekrieg Ship Data Vol I
This book is included in the Seekrieg boxed game. But as this book contains 76 pages of historical data listing over 700 different ship classes, their speed, size, armament, armor, mines carried, catapults, names of those in the class, torpedo and aircraft compliments, etc., etc., from 19 different countries from 1890 - 1945, and 300 different aircraft types 1913-1945, we thought we would offer the book separately, for those who are simply naval history buffs. **\$15.00**

Tank War

XEN TANK WAR WW2 MINIATURES RULES

These 1/285th - 1/300th scale WW2 microarmor rules are the fastest moving and realistic rules available. Rules are simple and brief, without pages of charts and diagrams or rules. Each type of vehicle, gun or infantry squad has its own datacard, and this records armor, speeds, weapons including penetration, damage and to hit factors, point value, year of introduction, special ammunition, etc. Vehicle models represent one vehicle, guns one gun, and one infantry base one squad. Contains 52 data cards of German and Soviet tanks, guns, infantry. **\$19.00**

TW Expansion A (USA)

This 52 card set is the first of several such expansions. This one adds 52 American tanks, guns, infantry, and special vehicles such as artillery tractors, etc. **\$12.00**

Revell 1/72nd Scale WWII Figures

1/72nd Scale Plastic Figures about 25mm tall including helmet

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REV02503	US Infantry, 1944 (about 50 pieces)	\$9.95
REV02504	German Infantry (about 50 pieces)	\$9.95
REV02506	US Marines (about 50 pieces)	\$9.95
REV02507	Japanese Infantry (about 50 pieces)	\$9.95
REV02508	German Pioneers/Engineers (about 50 pieces)	\$9.95
REV02509	British Paratroopers (about 50 pieces)	\$9.95
REV02510	Soviet Infantry (about 50 pieces)	\$9.95
REV02511	German Panzer Grenadiers (about 50 pieces)	\$9.95
REV02512	Scottish 8th Army Infantry (about 50 pieces)	\$9.95

REV02513	German Afrika Corps Infantry (about 50 pieces)	\$9.95
REV02514	Soviet Cossacks (foot and mounted)	\$9.95
REV02515	German Artillery (includes the 105mm gun)	\$9.95
REV02516	Soviet Siberian Veteran Rifleman (50 pieces)	\$9.95
REV02517	US Paratroopers (about 50 pieces)	\$9.95

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B-104	Damaged Pillboxes (2)	\$15.00
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Flexi-Trax Big Dirt Road Set (Any 3 of the above sets)	\$110.00

Tabletop Complete Armies

World War Two Air Combat	\$39.95
Newbury 1930-1960 Rules, 8 x Skyrex 1/300th aircraft, dice.	
WW II Micro Starter Set: USA Vs German	\$64.95
Firefly Rules, and 45 Irregular 1/300th tanks, & 2 dice.	
WWII Micro Starter Set: Russian Vs German	\$64.95
Firefly Rules, and 45 Irregular 1/300th tanks, 2 dice.	
Modern Micro Starter German Vs Soviet	\$64.95
Challenger 2000 rules, and 35 Irregular AFVs, 2 dice.	
Modern Micro Starter USA Verses Soviet	\$64.95
Challenger 2000 rules, and 35 Irregular AFVs, 2 dice.	

Science Fiction

BattleTech

FAS BATTLETECH 4th Edition *###**
By the 28th Century, mankind had spread civilization to hundreds of worlds, spanning hundreds of lightyears out from Earth. But then began the Succession Wars, horrible conflicts which destroyed technology and human life without precedent. By 3025 AD, war had reduced very much to attrition - great 10 meter tall war machines called BattleMechs ruled the battlefields, but once destroyed, were not easily replaced. Hence the Mechs on the field were mostly decades old, patched up time and time again, just to keep them in the field. The few factories not destroyed in the Wars turn out a pitifully small number of new mechs. This 4th edition comes with a 48 page rulebook that covers heat build-up, piloting skills, critical hits, physical attacks (punching, etc.), movement, combat, etc.; a 32 page record sheet book; a 32 page full color book with quick start rules and heaps of background info; there are two 22"x27" maps; & 48 cardboard full color standup counters, being two each of 24 different mechs; and 144 full color unit stickers. Note that there are no rule changes. **\$44.95**

BattleTech Compendium: The Rules of Warfare - Softcover
Contains all the rules needed for Battletech, for Mechs, vehicles, and infantry, and optional and advanced rules, mech construction, a miniatures conversion, etc.. All rules clarifications or changes are marked in the text, so experienced players can find them at a glance. Features stunning full color computer graphics of mechs, jump ships, elements, etc. Also has some new mechs: including a new Axeman with twin LRM15, a Clan Hunchback IIC with jump jets and twin Ultra AC20, and a map of the Inner Sphere. **\$35.00**

BattleLance Miniatures Rules This is not a FASA product. This is an update on the fast-play BattleTech miniatures rules that are contained in White Metal. These rules are 32 pages & you must have the BattleTech Compendium to use them. They allow players to use from 16 to 30 mechs each. There is no paper record keeping. All damage is recorded with D6s, as all units take six hits. Counters record overheating. The rules include army lists that list all the mechs & vehicles which are used by each of the Houses and Clans, Constar, and Wolf's Dragoons. There are also comprehensive rules which cover all aspects of Clan Rules of Conduct, such as Zellbrigen and bidding. **\$40.00**

Ral Partha BattleTech Miniatures

Mechs & AFVs

1/285th Scale Metal kits with 1 or 0 models.

RAL20600	VULTURE OMNIMECH (1)	\$11.95
RAL20601	LOKI OMNIMECH (1)	\$13.95
RAL20602	THOR OMNIMECH (1)	\$11.95
RAL20603	MADCAT OMNIMECH (1)	\$11.95
RAL20604	MAN O'WAR OMNIMECH (1)	\$13.95
RAL20605	MASAKARI OMNIMECH (1)	\$14.50
RAL20606	GLADIATOR OMNIMECH (1)	\$14.50
RAL20607	DAISHI OMNIMECH (1)	\$14.50
RAL20608	DRAGONFLY MDM OMNIMECH	\$10.50
RAL20609	PENRIS MDM OMNIMECH	\$11.50
RAL20610	BLACKHAWK MDM OMNIMECH	\$11.50
RAL20611	RYOKEN MDM OMNIMECH	\$11.50
RAL20612	DASHER BT OMNIMECH	\$9.50
RAL20613	KASHI BT OMNIMECH	\$9.50
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RAL20615	PUMA BT OMNIMECH	\$9.50
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RAL20617	TEMPEST	\$12.95
RAL20618	HITMAN	\$8.50
RAL20619	THOR SELF PROPELLED ARTILLERY	\$11.95
RAL20620	GUNSLINGER	\$11.95
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RAL20650	BANDERSNACH BATTLEMECH	\$8.50

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RAL20888	GRASSHOPPER	\$10.50
RAL20889	LONGBOW	\$9.95
RAL20890	HORNET	\$6.95
RAL20891	WOLF HOUND	\$8.50
RAL20893	MARAUDER II	\$12.95
RAL20894	FIRE FLY	\$8.50
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RAL20899	KING CRAB	\$12.95

AeroTech Fighters

SEYDLITZ SYD-21	\$6.50
LUCIFER LCF-R15	\$8.50
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MECHBUSTER FIGHTER	\$7.95
YAWLAW ATTACK HELICOPTER	\$7.95
YELLOW JACKET GUN BOAT	\$7.95

25mm Clan Elemental

RAL20950	CLAN ELEMENTAL 25mm	\$7.50
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BattleTech Boxed Lances

All come with hex bases.

RAL10840	CLAN LIGHT OMNI MECHS BOXED	\$33.00
	Dasher, Uller, Puma, Kodiak	
RAL10841P	CLAN MEDIUM OMNI MECHS BOXED	\$35.00
	Ferris, Dragonfly, Ryoken, Blackhawk	
RAL10842P	CLAN HEAVY OMNI MECHS BOXED	\$43.00
	Loki, Vulture, Madcat, Thor	
RAL10843P	ASSAULT OMNI MECHS BOXED SET	\$45.00
	Daishi, Masakari, Gladiator, Man O'War	

Dirtside II

DIRTSIDE II By the same people who did *Full Thrust*. This is a comprehensive set of generic rules for simulating science fiction battles in virtually any background or future history. The system covers combined-arms actions from a few platoons up to full battalion combat group level. Rules are included for infantry, AFVs of all types, artillery, aerospace support and landings, combat walkers, and much more. Designed for use with 1:285/1:300 scale miniatures. Includes a flexible integrated game sequence, an innovative charless combat system for fast play, complete vehicle design and points value systems, lots of photos, artwork, and 2 sheets of color counters. By GZG. **\$35.00**

STARGRUNT II These rules are a comprehensive set of generic rules for simulation science fiction infantry combat in virtually any background, but also includes background info and unit types and organisation set in the same universe as *Dirtside* and *Full Thrust*. Scale is individual infantry and vehicles, and you can play actions with a few squads up to company level. Rules cover infantry, power armored troops, AFVs, artillery, flexible integrated game sequence, fast play system with minimal record keeping. Also has 2 counter sheets, and tons of illustrations. **\$40.00**

Stargrunt Miniatures

Figures are around 28mm tall

New Anglian Royal Marines (10)	\$22.00
New Anglian Female Troopers (10)	\$22.00
New Anglian Power Armored Troopers (10)	\$22.00
New Swabian League Troopers (10)	\$22.00
New Swabian League Female Troopers (10)	\$22.00
New Swabian League Power Armored Troopers (10)	\$22.00
Eurasian Union Naval Infantry (10)	\$22.00
Eurasian Union Naval Power Armored Infantry (10)	\$22.00
Federal State Europa Colonial Legionaries (10)	\$22.00
Federal State Europa Power Armored Troopers (10)	\$22.00
Islamic Federation Troopers (10)	\$22.00
Pan African Union Troopers (10)	\$22.00
Mercenary Troopers (10)	\$22.00
UNSC Marine Troopers (10)	\$22.00

Stargrunt Resin Vehicles

Large resin vehicles, suitable for Warhammer 40,000 too!

SF25-14A	Gladiator Mk II Light Hover Tank	\$15.00
SF25-15	Surveyor Tracked All Terrain Vehicle	\$35.00
SF25-26A	Goliath Mark III Heavy Hover Tank	\$30.00
SF25-27	Light Hover Jeep	\$10.00
SF25-28	Wombat Medium Hover APC	\$20.00
SF25-35	AV-6 Assault VTOL (empty transport)	\$30.00
SF25-41	Lawcruiser 8 wheel Urban Security Vehicle	\$25.00
SF25-57	M38D LIPPC Light APC	\$15.00
SF25-58	M62 Slammer Heavy Hover Tank	\$35.00
SF25-62	Poruzh Superheavy Gray Tank	\$25.00
SF25-63	Vimazh G-CAV Gray Assault APC	\$20.00
SF25-67	M44 Conquid Light Assault Vehicle	\$15.00
SF25-69C	Wheelled Flatbed Truck with Military Armored Cab	\$20.00
SF25-69E	Wheelled Truck with Military Cab and Command Post Body	\$25.00
SF25-75	AV9A2 Gunship VTOL	\$20.00
SF25-85	Paladin 6 wheeled Hi-Mobility Battle tank with Laser Turret	\$35.00
SF25-86	Phalanx 6 wheeled heavy APC with twin laser turrets	\$50.00
SF25-88	Hoplite High Mobility Wheelled Vehicle with Rotary Cannon	\$40.00
SF25-89	Hunter Wheelled Tank Killer with Missile & Cannon	\$40.00
SF25-90	Defender Anti-Air Vehicle (based on Hunter)	\$40.00
SF25-91	Striker Multiple Rocket Artillery vehicle	\$40.00
SF25-93	Gauntlet II GEV Hover APC	\$25.00
SF25-98	MARS Multiple Artillery Rocket System on Truck	\$25.00

apart by endless war, huge armies of tanks and mighty war engines clash, unleashing untold destruction across the ravage battlefields of the 41st Millennium. You are the commander of a vast army, out-fighting and out-maneuvring your opponent. This complete game includes two massive armies of Citadel miniatures, Space Marines and Orks, 48 ruined plastic walls and 18 rubble sections, 112 page Battles Book, 112 pages Armies Book, 48 page Rulebook, 22 dice, 2 plastic range rules, 51 game counters, 12 fate cards, play sheets, 20 blast markers, Ork Gargant Card. Includes new model Landriders, and new infantry stands which are rectangular instead of square. **\$105.00**

Epic Warhammer 40,000 Miniatures

Epic figures by Citadel. Most are re-releases of the excellent Space Marine range.

CITMV	MARINE VINDICATORS	\$15.50
CITMT	MARINE THUNDERHAWK GUN SHIPS	\$21.00
CITSM	SPACE MARINES	\$15.00
CITST	SPACE MARINE TANKS	\$14.50
CITLRT	LEMAN RUSS TANKS	\$15.50
CITHHT	HELL HOUND TANKS	\$15.50
CITBBT	BANEBLADES TANKS	\$19.00
CITBT	BASILISK TANKS	\$15.50
CITWT	WARLORD TITAN	\$43.50
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CITOT	ORK TANKS	\$14.50
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CITTD	TYRANID DOMINATRIX	\$21.00
CITHT	TYRANID HIVE TYRANT	\$15.50
CITT	TYRANIDS	\$14.50
CITFTG	ELDAR FALCON GRAV TANKS	\$15.50
CITWVS	ELDAR WAVE SERPENTS	\$12.50
CITE	ELDAR	\$14.50

Full Thrust

GZG FULL THRUST 2nd Ed

A beautiful production of tactical starship combat rules, on glossy paper filled with B&W photos of model spaceships and diagrams. The basic rules on their own will give a very simple, fast game with absolutely no complications, even when using big fleets. Once you are familiar with the basics, various parts or all of the Advanced rules can be added. No ships can fire into their aft quadrant (except against fighters) due to the distortion field caused by the ship's engines. This has a profound effect on tactics and manoeuvring. There is great satisfaction to be had by getting up behind a Dreadnought with your cruiser and letting it have all batteries straight up the Drive Tubes, and the *#@# can't shoot back! This ruling makes players think much harder about the relative position of their ships, requiring the use of escorts to cover these blind spots of the bigger ships. At the beginning of each turn players write down their movement for that turn, and both players then carry out the plotted movement - so you really need to try to outguess your opponent. Also includes complete ship construction and costings rules, background detail & expanded ship stats. **\$25.00**

MORE THRUST

The first supplement for *Full Thrust*. A compendium of additional rules, scenarios and other material. Includes new fleet details, including the alien Kra'vak race, expanded ship statistics and new classes, additional weapons and other systems, scenario outlines and extended time line, etc. One of the new optional rules is the ability to cloak your ships. The amusing thing is that your ship is also blind when cloaked, so you must plot its moves without the miniature on the table - if you must muck up your guessed movement orders, it could end up in the next room! **\$25.00**

Full Thrust Space Ship Miniatures

Lead models by CMD, cast here in Melbourne by Eureka.

FT101	NAC Firestorm class Fighters (12)	\$4.00
FT102	NAC Harrison class Scoutship (4)	\$4.00
FT103	NAC Paladin class Corvette/Lancer (3)	\$6.00
FT104	NAC Miyazaki class Frigate (2)	\$7.00
FT105	NAC Ticonderoga class Destroyer (2)	\$8.00
FT106	NAC Hoshino class Light Cruiser (1)	\$6.00
FT107	NAC Furious class Escort Carrier (1)	\$8.00
FT108	NAC Vandenberg class Heavy Cruiser (1)	\$10.00
FT109	NAC Majestic class Battlecruiser (1)	\$12.00
FT110	NAC Victoria class Battleship (1)	\$14.00
FT111	NAC Avalon class Battle Dreadnought (1)	\$16.00
FT112	NAC Valley Forge class Superdreadnought (1)	\$20.00
FT113	NAC Inflexible class Light Fleet Carrier (1)	\$18.00
FT114	NAC Ark Royal class Fleet Super Carrier (1)	\$20.00
FT201	ESU Kilo class Fighters (12)	\$4.00
FT202	ESU Lenox class Scoutship (4)	\$4.00
FT203	ESU Nanuchka class Corvette/Lancer (3)	\$6.00
FT204	ESU Novgorod class Frigate (2)	\$7.00
FT205	ESU Warsaw class Destroyer (2)	\$8.00
FT206	ESU Tibet class Light Cruiser (1)	\$6.00
FT207	ESU Beijing class Escort Carrier (1)	\$8.00
FT208	ESU Gorkhov class Heavy Cruiser (1)	\$10.00
FT209	ESU Manchuria class Battlecruiser (1)	\$12.00
FT210	ESU Petrograd class Battleship (1)	\$14.00
FT211	ESU Rostov class Battle Dreadnought (1)	\$16.00
FT212	ESU Komarov class Superdreadnought (1)	\$20.00
FT213	ESU Konstantine class Attack Carrier (1)	\$18.00
FT302	Clarke class Survey Cruiser (1)	\$16.00
FT305	Hanburg class Heavy Modular Star Freighter (1)	\$12.00
FT308	Medium Freighter (1)	\$10.00
FT401	Kra'vak Ra'san class Fighters (12)	\$4.00
FT402	Kra'vak Lu'dak class Scoutship (4)	\$4.00
FT403	Kra'vak Ka'tak class Corvette/Lancer (3)	\$6.00
FT404	Kra'vak Di'tak class Frigate (2)	\$7.00
FT405	Kra'vak Di'tak class Destroyer (2)	\$8.00
FT406	Kra'vak Vo'bok class Light Cruiser (1)	\$7.00
FT407	Kra'vak Si'tek class Escort Carrier (1)	\$8.00
FT408	Kra'vak Va'dok class Heavy Cruiser (1)	\$10.00
FT409	Kra'vak Ti'dak class Battlecruiser (1)	\$12.00
FT410	Kra'vak Ko'vol class Battleship (1)	\$14.00
FT411	Kra'vak Lo'vok class Battle Dreadnought (1)	\$16.00
FT412	Kra'vak Yu'kas class Superdreadnought (1)	\$20.00
FT413	Kra'vak Ko'san class Strike Carrier (1)	\$20.00
FT501	NSL Alder class Fighters (12)	\$4.00
FT502	NSL Falke class Scoutship (4)	\$4.00
FT503	NSL Storch class Corvette/Lancer (3)	\$6.00
FT504	NSL Elrenhold class Frigate (2)	\$7.00
FT505	NSL Waldburg class Destroyer (2)	\$8.00
FT506	NSL Kronprinz class Light Cruiser (1)	\$6.00
FT507	NSL Radetzky class Escort Carrier (1)	\$8.00
FT508	NSL Markgraf class Heavy Cruiser (1)	\$10.00
FT509	NSL Maximilian class Battlecruiser (1)	\$12.00
FT510	NSL Von Burgund class Battleship (1)	\$14.00
FT511	NSL Szent Istvan class Battle Dreadnought (1)	\$16.00
FT512	NSL Von Tegethoff class Superdreadnought (1)	\$20.00
FT513	NSL Der Theodor class Fighter Carrier (1)	\$20.00
FT602	FSE Mistral class Scoutships (4)	\$4.00
FT603	FSE Athena class Corvettes (3)	\$7.00
FT605	FSE San Miguel class Destroyers (2)	\$8.00

FT606	FSE Suffren class Light Cruiser (1)	\$7.00
FT607	FSE Milan class Escort Cruiser (1)	\$8.00

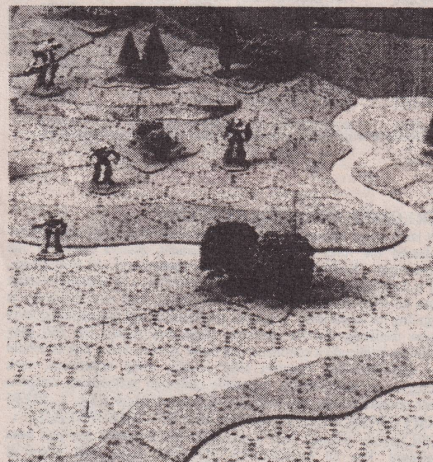
Geo-Hex

Geo-Hex is a famous manufacturer in the USA who manufacture interlocking, hexagonal 3D terrain pieces. We have not tried carrying the range in the past due to a heavy price tag. But we have just negotiated a great deal with them that will enable us to retail the product for just 37% more than the US retail price! Please allow two to three weeks delivery from your order date. But rest assured, we import this product by air direct from the USA.

GH105 WORLDPAK GameScape Green Set \$185.00
Over two kilos. Includes 41 pre-finished landscape shapes, a matching 120cm x 180cm GameScape Flocked Green Mat, and scenic cloth for a stream and forests, and a bag of matching lichen. Includes 24 cornerlots to help lock the landscape pieces together.

GH205 WORLDPAK GameScape Desert Set \$185.00
Over two kilos. Includes 41 pre-finished landscape shapes, a matching 120cm x 180cm GameScape Flocked Desert Mat, and scenic cloth for a stream and forests, and a bag of matching lichen. Includes 24 cornerlots to help lock the landscape pieces together.

GH305 WORLDPAK BattleScape Green Set \$245.00
Over two kilos. The landscape tiles and BattleScape flocked mat have a 1/2" hexagonal grid printed on them, for playing games such as BattleTech. Includes 41 pre-finished landscape shapes, a matching 120cm x 180cm BattleScape Flocked Green Mat, and scenic cloth for a stream and forests, and a bag of matching lichen. Includes 24 cornerlots to help lock the landscape pieces together.



GH405 WORLDPAK BattleScape Desert Set \$224.00
Over two kilos. The landscape tiles and BattleScape flocked mat have a 1/2" hexagonal grid printed on them, for playing games such as BattleTech. Includes 41 pre-finished landscape shapes, a matching 120cm x 180cm BattleScape Flocked Desert Mat, and scenic cloth for a stream and forests, and a bag of matching lichen. Includes 24 cornerlots to help lock the landscape pieces together.

GH500 CAVERNSCAPE \$224.00
Designed specifically for Dungeon style RPGs or any game intended to be played underground. Contains 45 cavern pieces including 7 new shapes designed just for this set, some of which have tunnels running through them to provide entrances and exits to other levels and hidden rooms. Also include is a 90cm x 120cm felt mat to provide a base. The tops of all the shapes and the mat are printed with a stonework grid to aid movement of units, etc. Includes 9 sample map setups.

GEOHEX TERRAIN CLOTHS

GSMAT-G	Green flocked 120x180cm terrain cloth.	\$51.00
GSMAT-D	Desert flocked 120x180cm terrain cloth.	\$51.00
GSMAT-GX	Green, hexgrid flocked 120x180cm terrain cloth.	\$61.00
GSMAT-DX	Desert, hexgrid flocked 120x180cm terrain cloth.	\$61.00
GSMAT-S	Blue seascape 120x180cm terrain cloth.	\$47.00
GSMAT-SX	Blue, hexgrid seascape 120x180cm terrain cloth.	\$55.00
GSMAT-O	Colorful Starscape 120x180cm terrain cloth.	\$47.00
GSMAT-OX	Colorful Starscape, hexgrid 120x180cm cloth.	\$55.00

Heavy Gear

DRE HEAVY GEAR RPG

This book includes the rules needed to play the game plus some basic information on Terra Nova and the rest of the Heavy Gear background. The rules allow play either as a RPG, a tactical tabletop miniatures wargame, or a combination of them both. The game is set in the year 6132. The 240+ page rulebook includes tons of stunning art of mecha, etc, basic and advanced rules, a vehicle construction section, sample units of soldiers, etc. Terra Nova was settled a thousand years ago, but now is isolated from Earth after the collapse of the Human Concordat. Two confederations exist on Terra Nova and apart from beating off invasions from imperialistic Earth, they totter on the brink of world war, with constant border clashes and raids. Aircraft are rare due to horrendous weather, and there are few seas, so warfare is restricted to ground units such as Heavy Gears: suits of body armor making an infantryman into virtually a small vehicle; light and heavy tanks, assault and artillery striders, grunts, etc. **\$50.00**

Heavy Gear Mini Game For a full write up, look in the RPG section. This is a very basic but complete version of the Heavy Gear wargame, including color map, 8 color Heavy Gear counters, and brief rules with a selection of weapons choices. **\$3.00**

Epic Warhammer 40,000

GAM EPIC Warhammer 40,000

Space Marine has been replaced by this new release. In a galaxy torn

54 - Miniatures & Miniatures Rules: Science Fiction

For more Heavy Gear products, look in the Roleplaying section.

Heavy Gear Miniatures

Figures made by RAFM.

Southern Hemisphere Heavy Gears

RAFI300	JAGER HEAVY GEAR MECH	\$10.95
RAFI301	BLITZ JAGER HEAVY GEAR MECH	\$10.95
RAFI302	BLACK MAMBA HEAVY GEAR MECH	\$10.95
RAFI303	LONG FANG BLACK MAMBA	\$10.95
RAFI304	IGUANA HEAVY GEAR MECH	\$10.95
RAFI305	BLITZ IGUANA HEAVY GEAR MECH	\$10.95
RAFI306	SPITTING COBRA HEAVY GEAR	\$15.95
RAFI307	STRIKING COBRA HEAVY GEAR	\$15.95
RAFI308	STONE MASON HEAVY GEAR MECH	\$10.95
RAFI309	FIRE JAGER HEAVY GEAR MECH	\$10.95
RAFI310	SNAKEYE BLACK MAMBA	\$10.95
RAFI311	SUPPORT COBRA	\$15.95
RAFI312	RAZOR FANG BLACK MAMBA	\$12.50
RAFI313	KING COBRA HEAVY GEAR MECH	\$15.95
RAFI314	SOUTHERN LIGHT ARTILLERY (2)	\$8.50
RAFI318	INFANTRY RECON WEAPONS (20)	\$19.95
RAFI319	SNIPER INFANTRY (20)	\$19.95
RAFI320	BASILISK HEAVY GEAR	\$16.95
RAFI321	GRIZZLY HEAVY GEAR MECH	\$16.95
RAFI2051	SOUTHERN BASIC COMBAT GROUP	\$49.95
(4 x Jager Heavy Gear, 1 x Jager Command Heavy Gear, 27 extra weapons etc)		

Northern Hemisphere Heavy Gears

RAFI200	HUNTER: HEAVY GEAR MECH	\$10.95
RAFI201	ASSAULT HUNTER: HEAVY GEAR MECH	\$10.95
RAFI202	JAGUAR HEAVY GEAR MECH	\$10.95
RAFI203	STRIKE JAGUAR HEAVY GEAR MECH	\$10.95
RAFI204	CHEETAH HEAVY GEAR MECH	\$10.95
RAFI205	STRIKE CHEETAH HEAVY GEAR MECH	\$15.95
RAFI206	GRIZZLY HEAVY GEAR MECH	\$15.95
RAFI207	ASSAULT GRIZZLY HEAVY GEAR MECH	\$15.95
RAFI208	HUNTER COMMAND HEAVY GEAR	\$10.95
RAFI209	BRICKLAYER HEAVY GEAR MECH	\$10.95
RAFI210	FIRE JAGUAR HEAVY GEAR MECH	\$10.95
RAFI211	RAPID GRIZZLY HEAVY GEAR MECH	\$15.95
RAFI212	KODIAK HEAVY GEAR MECH	\$15.95
RAFI213	WHITE CAT HEAVY GEAR MECH	\$12.50
RAFI214	NORTHERN LIGHT ARTILLERY	\$8.50
RAFI215	STANDARD INFANTRY	\$19.95
RAFI216	INFANTRY HEAVY WEAPONS (20)	\$19.95
RAFI220	BEAR HEAVY GEAR	\$16.95
RAFI221	BLACK CAT HEAVY GEAR	\$16.95
RAFI222	ARMORED HUNTER	\$16.95
RAFI2050	NORTHERN BASIC COMBAT GROUP	\$49.95
(4 x Hunter Heavy Gear + 1 x Headhunter Heavy Gear, 27 spare weapons etc)		

Kryomek

KRYOMEK MINIATURES RULES

At last - a new company in the UK has taken over Kryomek and has released the rules and a new supplement, plus a range of the miniatures. These rules are full of dark background and atmosphere, of a dark future where the Nexus Tri-Federation of humans blunder into an alien menace called the Kryomeks - and now humanity is fighting for its survival. The rules are skirmish and mass-combat level rules depicting the war between these two races. The fast play mechanics include a command and control system, and a low threshold of dice throwing. Features alien terrain, troop experience, rank progression, skill bonuses, extensive campaign background, weapons tech, morale, drones, bio-engineering, combat vehicles, etc. \$29.95

KRYOMEK MILITARY ANALYSIS 3441-3507 AD

This eagerly awaited new supplement for Kryomek has just been released. Has 88 magnificently illustrated pages with heaps of universe background, following the Tri-Federations invasion of the Xar and Bayuda systems, the subsequent Kryomek invasion of human space and the frantic efforts to contain it, the Great Rebellion as human colonies rebel against the Quorumate to become independent, further fracturing humanities effects against the Kryomek, and the MegaCorporations benefiting from it all. Has comprehensive army lists for Early Rebels, Colonial Marines, Early Kryomek, Beta and Gamma strains of Kryomek, Warzone Nexus, etc; details new Kryomek weapons, the new Talos unit that totally wiped out two Nexus legions, etc. Great reading. \$17.95

KRYOMEK COMBINED STARTER SET

Nothing impeded the Great Push, a century of human colonization and conquest directed by six powerful Mega Corporations and the Nexus Military Quorumate. The Great Push converted countless new worlds to serve humanity, exterminating every indigenous life form as they were discovered. Nothing could be allowed to stop the Great Push! Then came the Kryomek... This boxed set includes all you need to start playing the excellent Kryomek game. It includes complete introductory rules and charts, sheet of templates, dice, scenario, filled out record sheet, and 5 Kryomek Helions, 2 Kryomek Warriors, 6 Nexus SWAT Marines. \$42.50

KRYOMEK COMBINED STARTER SET

Nothing impeded the Great Push, a century of human colonization and conquest directed by six powerful Mega Corporations and the Nexus Military Quorumate. The Great Push converted countless new worlds to serve humanity, exterminating every indigenous life form as they were discovered. Nothing could be allowed to stop the Great Push! Then came the Kryomek... This boxed set includes all you need to start playing the excellent Kryomek game. It includes complete introductory rules and charts, sheet of templates, dice, scenario, filled out record sheet, and 5 Kryomek Helions, 2 Kryomek Warriors, 6 armored Nexus SWAT Marines. \$42.50

NEXUS STARTER SET

This boxed set includes all you need to start playing the excellent Kryomek game. It includes complete introductory rules and charts, sheet of templates, dice, 3 scenarios, filled out record sheet, and 7 Nexus Marines and 8 Cyclos. Two scenarios require the *Kryomek Starter Set*. One scenario pits the Marines and Cyclos against the Kryomeks, another pits the Marines against the Cyclos, and the last pits the Cyclos against the Kryomeks. \$42.50

KRYOMEK STARTER SET

This boxed set includes all you need to start playing the excellent Kryomek game. It includes complete introductory rules and charts, sheet of templates, dice, 3 scenarios, filled out record sheet, and 1 Warmaster, 2 Warriors with bio-acid jets, and 10 Helions. Two scenarios require the *Nexus Starter Set*. One scenario pits the Marines and Cyclos against the Kryomeks, another pits the Marines against the Cyclos, and the last pits the Kryomeks against each other. \$42.50

Nexus Cyclos

Exaggerated 25mm Scale

GRNCOY-001	CYCLOS INFANTRY I (4)	\$11.95
GRNCOY-002	CYCLOS HEAVY WEAPONS I (3)	\$11.95
GRNCOY-003	CYCLOS INFANTRY II (4)	\$11.95
GRNCOY-004	CYCLOS HEAVY WEAPONS II (3)	\$11.95
GRNCOY-005	CYCLOS INFANTRY III (4)	\$11.95
GRNCOY-006	CYCLOS ENV BATTLE SUITS (3)	\$11.95
GRNCOY-007	CYCLOS HVY WPNS EB SUITS (3)	\$11.95
GRNCOY-008	CYCLOS FLAMERS, EB SUITS (3)	\$11.95

GRNCOY-010 CYCLOS HVY WEAPONS IN EBS (3)

\$11.95

Nexus Vehicles

Exaggerated 25mm Scale

GRNHCO-001	CERBERUS HELLCAT (1)	\$11.95
GRNHCO-002	FURY HELLCAT (1)	\$11.95
GRNHCO-003	LOKI HELLCAT (1)	\$11.95
GRNNGO-001	GLADIATOR MEDIUM STRIDER	\$37.50
GRNNGO-002	GLADIATOR HEAVY STRIDER	\$37.50
GRNNGO-003	TIAMAT WITH TWIN NAPALM	\$37.50
GRNRCO-001	RAVEN SCAVENGER ALEPH 2.1	\$27.50
GRNRCO-002	RAVEN SCAVENGER	\$27.50

Human Colonial Marines

Exaggerated 25mm Scale

GRNCKM-001	COLONIAL MARINES I (3)	\$11.95
GRNCKM-002	COLONIAL MARINES II (3)	\$11.95
GRNCKM-003	COLONIAL MARINES III (3)	\$11.95
GRNCKM-005	COLONIAL MARINE CASUALTIES (3)	\$11.95

Kryomek Aliens

Exaggerated 25mm Scale

GRNKKO-001	KRYOMEK HELIONS (5) net	\$11.95
GRNKKO-002	KRYOMEK WARRIORS (2) BIO-ACID	\$11.95
GRNKKO-003	KRYOMEK WARRIORS (2) BIO-ACID J	\$11.95
GRNKKO-005	WARRIORS W/2 BLADES (2)	\$11.95
GRNKKO-006	WARRIORS W/SINGLE BLADE (2)	\$11.95
GRNKKO-007	KRYOMEK WARMASTER CLEAVER & PL	\$11.95
GRNKKO-008	KRYOMEK WARMASTER (2) SPORE LNC	\$11.95
GRNKKO-009	WARMASTER W/CORRODER LANCE (1)	\$11.95
GRNKKO-010	HELIONS WITH LONG TAILS #1 (3)	\$11.95
GRNKKO-011	HELIONS WITH LONG TAILS #2 (3)	\$11.95
GRNKKO-012	HELIONS #3 (1)	\$11.95
GRNKKO-013	HELIONS #4 (1)	\$11.95
GRNKKO-014	HELIONS WITH TAILS #5 (3)	\$11.95

Human Cobra Marines & Security

Exaggerated 25mm Scale

GRNCKM-001	COBRA MARINES HVY WEAPONS (3)	\$11.95
GRNCKM-002	COBRA MARINES HVY WEAPONS #2 (3)	\$11.95
GRNCKM-003	COBRA MARINES III (3)	\$11.95
GRNCKM-005	SECURITY TROOPS I (3)	\$11.95
GRNCKM-006	SECURITY TROOPS II (3)	\$11.95
GRNCKM-008	SECURITY TROOPS IV (3)	\$11.95
GRNCKM-009	NEXUS MARINES (4) net	\$11.95
GRNCKM-010	NEXUS MARINES (3) HVY WEAPONS	\$11.95
GRNCKM-011	NEXUS SWAT TEAM POWER ARMOR (3)	\$11.95
GRNCKM-012	NEXUS SWAT POWER ARMOR II (3)	\$11.95
GRNCKM-013	NEXUS SWAT POWER ARMOR III (3)	\$11.95
GRNCKM-014	NEXUS SWAT POWER ARMOR IV (3)	\$11.95
GRNCKM-015	NEXUS SWAT (3) HEAVY WEAPONS	\$11.95
GRNCKM-016	NEXUS MARINE CASUALTIES (4)	\$11.95
GRNCKM-017	NEXUS SWAT POWER ARMOR #5 (3)	\$11.95
GRNCKM-018	NEXUS SWAT TEAM, PWR ARMOR #6 (3)	\$11.95
GRNCKM-019	NEXUS SWAT TEAM, PWR ARMOR #7 (3)	\$11.95

Talos Cyborgs

Exaggerated 25mm Scale

GRNTAO-001	TALOS W/FLAMER, LMG (2)	\$11.95
GRNTAO-002	TALOS W/CHAINGUN, PRW CLAW (2)	\$11.95
GRNTAO-003	TALOS W/RIFLES, FLAMERS (2)	\$11.95
GRNTAO-004	TALOS W/RC, POWER CLAW (2)	\$11.95
GRNTAO-005	TALOS W/RC, RCL (2)	\$11.95
GRNTAO-006	TALOS W/WORD & SHIELD (2)	\$11.95

Legions of Steel

GLO LEGIONS OF STEEL

This game used to sell for over \$100! Now just \$49.95. It contains 1/2 kg of metal miniatures. This is a fast paced miniatures combat game. You try to save humanity from a siege of nightmarish machines. Play an elite group of commandos in powered armor on their missions to destroy the base complex of their enemy. Meanwhile, your opponent maneuvers his horde of mechanical minions commanded by ten feet of metallic horror - the dreaded Mark I Assault Fiend. Mechanics are simple. Only six sided dice are required to quickly resolve firefights, but you need more than luck to GLO1740 Mk II Assault Fiend GLO1800 G5 Stalker

survive. With Forcewall grenades, Nachtmachers, Blasters and Napalm X flame weapons on the field of battle, tactical considerations are many. For 2 or more players. Includes 19 metal miniatures (of 30mm scale), 48 full color interlocking map templates (like Space Hulk), 86 color counters, 24 stand up doors, rules with 8 scenarios. \$49.95

GLO1100 ADVANCED RULES

Rules for 16 new miniatures including the Succubot, rules for 35 new weapons, electronic warfare, advanced movement and fire, expanded hand to hand combat, unit point values, ammo counts, etc. Also 12 more full color board templates, 152 color counters. \$19.95

GLO1150 LOS SCENARIO PACK 1

Twelve new scenarios, expanded background information, rules for new miniatures and weapons, including C1 Succubot, G3 Predator, UNE Behemoth RXS, advanced movement and fire options, point values, short story, and 66 cut out counters. \$9.95

ALIEN SOURCEBOOK

A 96 page book which introduces us to the Black Empire, the Infranties and the Fantansians. Provided is an overview of each race's physiology, culture and history. There are six scenarios, charts, tables, and painting schemes. \$14.95

JUNCTION POINT CAMPAIGN PACK

The Princess Meline of the Black Empire is kidnapped by the Machines, and a massive rescue operation is launched. Includes campaign rules, rules for 25 new miniatures, 20 new weapons, point values, 7 scenarios, 12 more geomorphic mapboards, etc. \$14.95

LOS TEMPLATE PACK 1

24 full color interlocking map templates similar to Space Hulk. Each is around 10cm square. This pack is included in the game. \$9.95

LOS TEMPLATE PACK 2

24 full color interlocking map templates similar to Space Hulk. Each is around 10cm square. \$9.95

LOS TEMPLATE PACK 3

24 full color interlocking map templates similar to Space Hulk. Each is around 10cm square. \$9.95

LOS TEMPLATE PACK 4

24 full color interlocking map templates similar to Space Hulk. Each is around 10cm square. \$9.95

LOS TEMPLATE PACK 5

24 full color interlocking map templates similar to Space Hulk. Each is around 10cm square. \$9.95

PLANETSTORM LOS Tabletop Battles Rules

This is the official Legions of Steel (LOS) miniatures rules! These are a tactical science fiction combat game set in the not-so-distant future. The 22nd century is one of advancement and discovery for Earth. Contact by extra-terrestrial, global unification and technological advancement are all hallmarks of this age. All of these events, however, have a single cause - the galactic invasion by the Machines: the Legions of Steel. The setting and game system were originally introduced in the Legions of Steel Boxed game. That game

covered the conflicts which occurred underground in the Machine production complexes. These rules take the battle out of the dungeon-like corridors and into the open; off the gameboard and

onto the tabletop. The comprehensive, stand alone rules are 192 pages in length with extensive background into for every race, and game stats and usually an illustration for every miniature listed below. Also has a full color painting guide. \$29.00

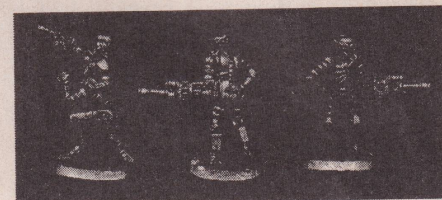
U.N.E.

The miniatures are approximately half the price they were previously

GLO1500	COMMANDO TROOPERS W/BLASTER (2)	\$6.50
GLO1501	UNE TROOPER W/RAM & TOW7 (2)	\$7.50
GLO1502	UNE TROOPER W/RAM & GL (2)	\$7.50
GLO1503	UNE TROOPER INFANTRY (1)	\$4.50
GLO1510	COMMANDO HVY WPN TRPRS (2)	\$6.50
GLO1511	HVY WPN TROOPER W/EMP PROJ (2)	\$7.50
GLO1520	BEHEMOTH RXS (1)	\$9.95
GLO1521	UNE ASSAULT SUPRT PLATFORM (1)	\$9.95
GLO1530	PATHFINDER (2)	\$6.50
GLO1531	UNE RECCE TROOPER W/JMP PCK (2)	\$7.50
GLO1540	UNE ASSAULT TROOPERS (2)	\$9.95
GLO1550	UNE COMMANDO W/CARL G&LOADER 2	\$7.50
GLO1551	FLECHETTE GUN TROOPER & LDR (2)	\$7.50
GLO1552	POWERED INF W/FLECHETTE GUN (2)	\$4.50
GLO1553	POWERED INF W/CARL G (1)	\$7.50
GLO1554	POWERED INF W/AUTO RAM (2)	\$4.50
GLO1555	POWERED INF CALLIOPE TRPR (1)	\$9.95
GLO1580	UNE PIONEERS (2)	\$9.95
GLO1590	UNE SUPERFORTRESS COLOSSUS (1)	\$43.50
GLO1699	UNE POWERED INFANTRY (8)	\$32.50

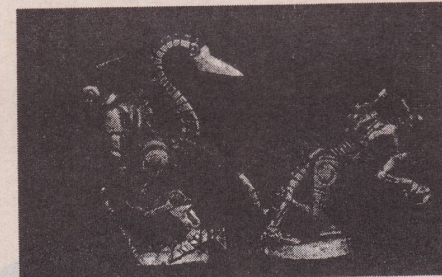
The Machines

GLO1700	NIGHTMARES W/DEADBOLT LNCR (2)	\$5.95
GLO1701	G1B NIGHTMARE W/THUMPER (2)	\$6.50
GLO1702	G1C NIGHTMARE W/NEGASPHERE (2)	\$6.50
GLO1703	G1A NIGHTMARE W/SCATTERGUN (2)	\$6.50
GLO1710	MARK 1 ASSAULT FIEND (1)	\$7.50
GLO1711	MARK 1A1 ASSAULT FIEND (1)	\$10.95
GLO1720	C1 SUCCUBOT & CONTROL ROBOT (1)	\$5.50
GLO1730	G3 PREDATOR (2)	\$6.50
GLO1731	G3B PREDATOR W/DEADBOLT & GL 2	\$7.50
GLO1732	G3A PREDATOR W/LACERATOR (2)	\$7.50
GLO1740	MARK II ASSAULT FIEND (1)	\$9.95
GLO1741	MARK II A1 ASSAULT FIEND (1)	\$10.95
GLO1750	X1 RUNAWAY (4)	\$13.50
GLO1760	G4 CREMELINS (4)	\$6.50
GLO1770	G6 SNIPERBOT (2)	\$6.50
GLO1780	MARK III ASSAULT FIEND (1)	\$13.95
GLO1781	MARK III A1 ASSAULT FIEND (1)	\$13.95
GLO1790	C2 CENTURION (1)	\$13.95
GLO1800	G5 STALKER (1)	\$9.95
GLO1810	S1 ARCH FIEND (1)	\$43.50
GLO1820	SCORPION ROBOT (1)	\$13.95
GLO1830	DREADBOT (1)	\$26.95
GLO1998	MACHINE SECURITY HORDE (11)	\$32.50
GLO1999	MACHINE INFILTRATION HORDE (11)	\$29.95



GLO1720

GLO1701 G1B Nightmares with Thumpers



GLO1740 Assault Fiend

GLO1800 G5 Stalker

Black Empire

GLO3000	SETH DRAKKAR (2)	\$6.50
GLO3001	DRAKKAR W/BURSTLANCE (2)	\$8.95
GLO3002	ASETH DRAKKAR (2)	\$4.50
GLO3020	STORM ANGEL (1)	\$9.95
GLO3021	RECCE ANGEL (1)	\$9.95
GLO3040	LANCER TAKKAR (2)	\$8.95
GLO3041	GRENADIER TAKKAR (2)	\$9.95
GLO3042	ADRAK TAKKAR (2)	\$13.95
GLO3060	TOSIA DRAKKAR (1)	\$10.95
GLO3080	MASSAKAR W/BURSTLANCE (2)	\$8.95
GLO3081	MASSAKAR W/HY DISINTEGRTR (2)	\$6.10
GLO3090	BLACK EMPIRE CHARIOT (1)	\$26.95
GLO3199	BLACK EMPIRE STORM GUARD (5)	\$32.50

Fantasian

GLO3200	STORMTROOPERS W/PPSH (2)	\$6.50
GLO3201	STORMTROOPERS W/PKM (2)	\$7.50
GLO3202	STORMTROOPERS W/SS2000 (2)	\$7.50
GLO3203	FANTASIAN RIFLEMEN W/AK (2)	\$7.50
GLO3204	FANTASIAN RPK GUNNERS (2)	\$7.50
GLO3205	FANTASIAN RPK GUNNER & LDR (2)	\$4.50
GLO3206	FANTASIAN SNIPER (1)	\$8.95
GLO3220	T-85/34 SHOCK ARMOR (1)	\$8.95
GLO3221	T-85/37 W/TWIN KPV (1)	\$8.95
GLO3222	T-85/35 W/K2SHAW (1)	\$8.95
GLO3223	T-85/36 W/AT4 (1)	\$10.95
GLO3240	COMMISAR AND STARSHINA (2)	\$10.95
GLO3241	GHON POLITZ W/PPK (2)	\$8.95
GLO3242	GHON POLITZ GRENADIER (2)	\$8.95
GLO3243	GHON POLITZ PKM GUNNER (2)	\$8.95

GL03244 RIOT POLITZ (2)	\$12.95
GL03250 DROP TROOPERS W/AK & PS (2)	\$9.95
GL03251 DROP RPG GUNNER & DYNAMO (2)	\$9.95
GL03252 DROP RPK GUNNER & GRENADE (2)	\$9.95
GL03398 FANTASIAN POWERED INF SQUAD(8)	\$32.50
GL03399 FANTASIAN SQUAD (5)	\$22.50

Infranite

GL03400 INFRANITE WARRIOR (2)	\$8.95
GL03401 INFRANITE F.R.O.G. WARRIOR(1)	\$4.50
GL03420 INFRANITE CHAIN GUNNER (1)	\$5.50
GL03421 INFRANITE WAR LEADER (1)	\$5.50
GL03422 ASSAULT WARRIORS (2)	\$10.95
GL03440 INFRANITE VOLCANO BAP (1)	\$15.95
GL03441 INFRANITE VOLCANO FROG BAP(1)	\$15.95
GL03450 LIGHTNING JET BIKE (1)	\$15.95
GL03480 SCOUT WARRIORS (2)	\$8.95
GL03481 INFRANITE RECCE LEADER	\$4.50
GL03482 INFRANITE RECCE CHAIN GUNNER 1	\$4.50
GL03599 INFRANITE WAR PARTY (6)	29.95

Mekton Miniatures

RAF1001 VECTOR EMA-104	\$9.95
RAF1002 VIGIL EMA-105	\$9.95
RAF1003 VANTAGE EMA-108	\$9.95
RAF1004 MAULER IMK-03	\$9.95
RAF1006 DEATHSTALKER IMK-08	\$9.95
RAF1007 COMET EMA-216	\$9.95
RAF1008 TURBO EMA-216X	\$9.95
RAF1009 FIREBALL EMA-220X	\$9.95
RAF1010 HELLWING IMK-11	\$9.95
RAF1011 SHATTAN IMK-17X	\$9.95
RAF1012 VENGANCE IMK-30X	\$9.95
RAF1016 VANDAL	\$11.95
RAF1019 MEKTON SMT-12 MORAY	\$12.95
RAF1020 MEKTON XME-419X VORTEXT	\$12.95
RAF1023 ACHILLIES	\$12.95

Mutant Chronicles

HEA WARZONE MINIATURES RULES

144 glossy, full color pages, with heaps of color photos of miniatures, and lots and lots of stunning full color paintings and art, much of it by ex-Games Workshop staff. The rules themselves are fast moving and not too complex. All figures are rated with close combat skills, ranged weapons, armor value, leadership, actions, wounds, strength, movement, and point value. Most troops have 3 actions, with more capable troops such as captains have 4 actions. A neperharite has 6 actions. Players die for initiative, which is a D20 + leadership score, then take turns moving one squad or character each. When a model is activated, it must spend its actions. With three actions it can do a selection of move, fire, aim, concentrate, hide, spot, give orders, wait, etc. Actions can be taken in any order and any number of times up to the actions number. A standard trooper with 3 actions can move three times, or shoot three times, or move, fire then hide. If you aim and then fire, you get big to-hit bonuses. The rules include 37 pages of pure background, and army lists & weapons lists for Capitol, Bauhaus, Mishima, Imperial, Cybertronic, The Cartel, The Brotherhood, Algeth, Ilian, Muawjeh, Semai, and Demnogonis. Includes one card sheet of counters & templates. **\$27.50**

DAWN OF WAR Warzone Compendium 1

Includes Heroes and Villains from the Mutant Chronicles universe. Now your force can include everyone from Agent Nick Michaels to Crenshaw the Mortificator to Alakhai the Cunning. Revised close combat rules enhance games, there are expanded abilities for specialised forces, and many new weapons, optional rules, new equipment, new creatures, new attack templates, etc. **\$18.50**

Mutant Chronicles Warzone Miniatures

All figures are around 35mm tall, with Citadel bases

HEA9501 CAPITOL TROOPERS (4) net	\$11.95
HEA9502 BLOOD BERETS (4) net	\$11.95
HEA9503 BAUHAUS HUSSAR (4) net	\$11.95
HEA9504 MISHIMA SAMURAI (4) net	\$11.95
HEA9505 UNDEAD LEGIONARIES (4) net	\$11.95
HEA9506 BLESSED LEGIONARIES (4) net	\$11.95
HEA9507 WOLFABNE COMMANDO (4) net	\$11.95
HEA9508 CYBERTRONIC CHASSEUR (4) net	\$11.95
HEA9509 CAPITOL SPECIAL FORCES (4) net	\$11.95
HEA9510 CARTEL SPECIAL AGENTS (4) net	\$11.95
HEA9511 UNDEAD LEGIONAIRES #2 (4) net	\$11.95
HEA9512 BROTHERHOOD TROOPERS (4) net	\$11.95
HEA9513 NECROMUTANTS (4) net	\$11.95
HEA9514 ILLIAN TEMPLARS (4) net	\$11.95
HEA9515 SCREAMING LEGIONARIES (4) net	\$11.95
HEA9516 BROTHERHOOD ELITE TROOPS (4) net	\$11.95
HEA9517 HERETIC LEGIONARIES (4) net	\$11.95
HEA9518 HELLFIRE CART WITH CREW net	\$11.95
HEA9519 HATAMOTO net	\$11.95
HEA9520 ETOILES MORTANT net	\$11.95
HEA9601 CARDINAL DOMINIC net	\$5.50
HEA9602 NEPHARITE OF ALGEROTH (1) net	\$5.50
HEA9603 VALPURGIS NEPHARITE OF ALAHAI	\$5.50
HEA9604 RAZIDE (1) net	\$6.95
HEA9605 PRETORIAN STALKER #1 (1) net	\$5.50
HEA9606 PRETORIAN STALKER #2 (1) net	\$5.50
HEA9607 MORTIFICATOR (1) net	\$4.50
HEA9608 MORTIFICATOR LEAPING (1) net	\$4.50
HEA9609 EZOGHOUL (1) net	\$10.95
HEA9610 NEPHARITE OF DEMOGONIS #1 net	\$9.95
HEA9611 NEPHARITE ALKHAH net	\$9.95
HEA9612 CURATOR net	\$3.95
HEA9613 NECROMOWER net	\$13.95
HEA9614 ATTILLA 3 CURATOR net	\$6.95
HEA9615 DEMOGONIS NEPHARITE net	\$9.95
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Necromunda

GAM NECROMUNDA

A whole new game system for the Warhammer 40,000 universe, this being a set of skirmish rules. It is set on the planet Necromunda, an inhospitable world of toxic pollutant wastes and burning clouds of acid. Its people live in huge sealed cities called hives - layer upon layer of ancient buildings, from the decayed and crumbling Underhive, through the manufacturing areas of the Hive City up to the Glittering spires inhabited by the wealthy nobility. In the nightmare Undercity players control gangs of fighters prepared to battle it out amongst a 3-D landscape of ruined buildings, ganntries, and walkways. You'll soon learn how to arm and equip your gang efficiently, and how to exploit the ruins and other terrain to your best advantage. You can also expand your gangs beyond the models provided in the game. This big boxed set includes 24 miniatures (12 Orlocks and 12 Goliaths), 80 page rulebook, 88 page sourcebook, 8 point modelling and painting guide, 2 plastic ruler/gauges, 30 plastic bulkheads, heaps of cardboard buildings and walkways, counters and templates, dice, 8 page easy-start booklet. Out now! **\$99.00**

OUTLANDERS

Add outlaws to the game of Necromunda. Features Wydras, weird witches with terrifying psychic powers, lethal Spyrers, new weapons, outlaw scenarios, the Arbitrator campaign, new card buildings which included a shielded walkway, 12 plastic bulkheads, 5 card barricades, an elevator and a watch tower. **\$60.00**

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A stunning new boxed set packed with plastic miniatures, missiles, and all manners of goodies. Silent Death the Next Generation is an exciting, quick-playing and easy-to-learn game of star fighter combat set against the backdrop of a disintegrating high-tech empire in the far future. This boxed set includes 168page Deluxe Rulebook, 32 page starcraft display book, 16 page introductory scenario book, 48 plastic ships (4 each of 12 designs), nine dice, dozens of numbered plastic missiles, torpedoes and asteroids, and two 24" x 36" hex maps. This revised and updated set includes all the rules from the original edition and it's supplements, allowing for a wide diversity of weapon types, crew quality, and tactical situations. Exciting brand new features include ship building rules that allow you to design ships from scratch, tournament rules, & 24 updated ship designs. \$80.00	
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The rulebook of the above boxed set, available separately. \$24.00	
SILENT DEATH Rookie Rules	
This is a complete game, an introduction to Silent Death. Includes a subset of the rules and components from Silent Death, while still allowing for a wide diversity of weapon types, crew quality, and tactical situations. Includes starcraft display book, 6 rookie scenarios, 9 dice, plastic missiles, torpedoes, asteroids, two 24"x36" maps, 24 plastic ships, 2 each of 12 designs. \$35.00	
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56 - Miniatures & Miniatures Rules: Science Fiction

SILENT DEATH RACES: Night Brood - First Contact

Shows in great detail the initial confrontation with the Grubs, a bellicose alien race intent on the destruction of mankind. They swarm through deep space ravaging planet after planet. Rules for using Grub ships and weapons, scenarios, 188 color counters, etc. \$24.00

SUNRUNNERS

With the end of the Terran-Hatchling War, the frontier is expanding once again, but not without conflict. This module reveals everything there is to know about the last survivors of Barat-Tuul, who after their world was taken over and infested by the Grubs, formed their survivors into tough mercenaries who hire themselves out for money or salvage or parts. One day, they will return to their world to claim it back from the Grubs. \$21.50

WARHOUSES

Escort vessels - corvettes, frigates and destroyers - are the true workhorses of all interstellar navies. This supplement adds the escort class of ships to the deadly universe of Silent Death. Escorts do the grunt work of the navy, serving as long range patrol craft, picket ships, convoy & fleet escorts, fighter tenders, etc. This book includes 6 escort class ships. \$24.00

Silent Death Miniatures

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Star Wars

Star Wars Miniatures Rules They're back! With the rules updated to make them compatible with 2nd Ed Star Wars. Features excellent morale and squad cohesion rules, heavy and assault weapons, all the different types of Stormtroopers & rebel soldiers, rules for using the Force, and the aliens from the movies, such as Wookies, etc. 30.00

Star Wars Miniatures Companion Adds vehicle combat to your Star Wars Miniatures games. This long awaited supplement has full rules for vehicle combat, flight, a rules upgrade and expansion, new equipment and a miniatures battle campaign. Vehicles include Imperial AT-ST, AT-AT, speeder bikes, and Rebel landspeeder, Snowspeeder, etc. \$25.00

Star Wars Miniatures

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Space Rangers

ICE SPACE RANGERS

This is not a game, but a boxed set with 50 finely detailed exaggerated scale 25mm Space Marines, which were released by Grenadier UK a couple of years ago, but now brought out again by ICE. These figures make perfect Chaos Space Marines, or even alternate-armour normal Space Marines. There are ten squad leaders, 40 troopers, and there is one sprue with 3 super heavy weapons for each squad of five. Figures stand 31mm tall and all have jump packs and Citadel style slotla bases.

Armormast's Terraform

Armormast are the company who brought us those magnificent resin ktis of Warhammer 40,000 titans and vehicles. We are not allowed to import those vehicles to Australia any more, but Armormast have just released a magnificent range of resin battlefield scenery for use with Warhammer 40,000, Warzone, Kryomex, and Legions of Death/Planetstorm. Check these out - they are fantastic!

Ruined Building Corners

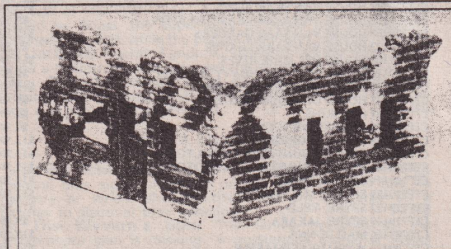
ARM110	Ruined Building Corner with Single Door	\$12.50
Stands 62mm high, with one single door, 4 windows, 75mm x 80mm		
ARM111	Ruined Building Long Corner with Double Door	\$12.50
Stands 62mm high, with single door & double door, 3 windows, 40mm x 115mm		
ARM115	Two Stories Ruined Building Corner, Roller Door	\$14.95
Stands 88mm high, with single door, roller door, 6 windows, 85mm x 55mm		
ARM116	Two Stories Ruined Building Long Corner	\$14.95
Stands 88mm high, with single door, 8 windows, 47mm x 102mm		

Stone Walls

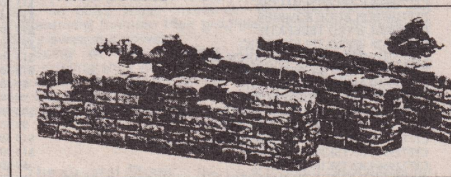
ARM140	10cm x 2cm Small-Rock Walls (3)	\$9.95
Walls 2cm tall, 10cm long, made of small rocks		
ARM142	10cm x 2.5cm Quarry-Stone Walls (3)	\$9.95
Walls 2.5cm tall, 10cm long, made of quarry stones		
ARM160	15cm x 2cm Small-Rock Walls (3)	\$11.50
Walls 2cm tall, 15cm long, made of small rocks		
ARM162	15cm x 2.5cm Quarry-Stone Walls (3)	\$11.50
Walls 2.5cm tall, 15cm long, made of quarry stones		
ARM190	23cm x 2cm Small-Rock Walls (2)	\$11.50
Walls 2cm tall, 23cm long, made of small rocks		
ARM192	23cm x 2.5cm Quarry-Stone Walls (2)	\$11.50
Walls 2.5cm tall, 23cm long, made of quarry stones		

Science Fiction Terrain

ARM210	Piles of Rubble	\$9.95
A 25mm high pile of bricks, and 25mm high pile of rubbish with skulls.		
ARM220	Tri-Tank Fuel Cells	\$8.75
Three round chemical storage tanks connected together, about 30mm high.		
ARM222	Cryo Generator & Small Power Unit	\$9.95
37mm high Cryo Generator and 25mm high Small Power Unit.		
ARM224	Cryo Tank, Fuel Processor, Oil Storage Tank	\$9.95
37mm high Cryo Tank, 30mm tall Fuel Processor, 25mm tall Oil Storage Tank.		
ARM230	Large Tri-Tank Fuel Cells	\$14.95
Three large round chemical storage tanks connected together, about 50mm high		
ARM232	Large Cryo Generator	\$12.50
One large Cryo Generator, about 60mm high		
ARM234	Large Fuel Processor (1)	\$9.95
One large Fuel Processor, about 40mm high		
ARM236	Large Cryo Tanks (2)	\$12.50
Two large spherical Cryo Tanks, about 60mm high		
ARM240	Power Grid (2)	\$11.00
Two pieces of a Power Grid, one about 20mm high, the other 45mm high.		



(110) CORNER: 2 1/2" TALL CORNER



(142) 4" LONG WALLS/QUARRY STONE

Containers

ARM310	Small Wooden Crates (9 crates)	\$9.95
ARM312	Medium Wooden Crates (6 crates)	\$9.95
ARM314	Medium Vertical Wooden Crates (4 crates)	\$9.95
ARM316	Medium Vertical Metal Crates (4 crates)	\$9.95
ARM320	Large Wooden Crates (4 crates)	\$12.50
ARM322	Large Metal Crates (4 crates)	\$12.50
ARM324	Large Vertical Wooden Crates (3 crates)	\$12.50
ARM326	Large Vertical Metal Crates (3 crates)	\$12.50
ARM380	Barrels & Drums (7)	\$12.50

Terrain Creations

We have picked up a magnificent range of 15mm and 25mm scenery. It can be used for Sci-Fi, Fantasy, or Historical, but we decided to put it here. For really cheap prices, each of these packs contains a multitude of large hills. The basic set, for example, will amply supply an entire 180cm x 120cm wargames table. The hills are made from a durable material with fiberglass on their top and bottom, they are all painted and flopped, and the flock does not come off readily! And you can easily drill a few holes in order to put in your K&M Trees. The hills are perfect for Warhammer 40,000 and Warhammer Fantasy, and I've even used them for 15mm DBM.

TC1001 BASIC HILL SET (9) \$40.00

Contains a good mix of nine hills ranging from 35cm x 45cm to 7.5cm x 7.5cm in size. All the hills are at least 2.5cm high. This pack of nine hills will provide all the hills you need for a wargames table 180cm x 120cm or larger. Not suitable for 15mm historical, but perfect for all 25mm games such as Warhammer 40,000 or Fantasy. Small hills stack easily on larger ones to make two level hills.

TC1002 TRANSITIONAL HILL SET \$27.00

This is an irregular set of four large hills with a hand-crafted dirt slope on one side. Use these hills for difficult slopes on your gaming table. Stack them to make level 2 hills with cliff faces.

TC1003 MODULAR HILL SET \$39.00

This set contains two large hills from the BASIC SET, 35cm x 45cm and 30cm x 35cm, and cuts them in half. This means you can use each of them as single hills, or as two separate hills that join to the edge of the wargames table. There is also a 45cm x 45cm hill cut into four, that can be one big hill or four hills to fit into the table's four corners. This is over 5sq feet of hills!

TC1004 RIDGE LINE SET \$15.00

Contains three long, narrow hills that are 15cm wide and 25cm, 37cm and 50cm long, which simulate long, narrow ridge lines. These hills can also be stacked on top of the LARGE RIDGE LINE SET to make level 2 ridges.

TC1005 STEEP HILL SET \$24.00

Some games require steep and gentle slopes. This set has five large hills, four which have steep faces on them, and one with a transitional slope that is between gentle and steep.

TC1006 LARGE RIDGE LINE SET \$30.00

This set can stand alone as three HUGE ridge lines, or to place beneath the regular RIDGE LINE SET to form level 2 ridge lines. These ridge lines are 25cm wide, and 35cm, 50cm and 70cm long.

TC1007 IRREGULAR HILL SET #1 \$36.00

Not all hills are round, so this set of four includes two "kidney" shaped hills, one large and one smaller which can be stacked onto of each other to make a level 2 hill, and two "comma" shaped hills, which can also be stacked.

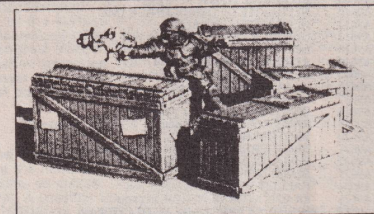
TC1008 TERRAIN SQUARES (1) \$23.95

These 2 foot square (60cm square) flocked terrain squares can be laid out to provide you with a complete flocked table to place upon it all of your hills, etc. These boards can be cut easily. For a DBM table 6ft x 4ft, you need 6 squares, for a Warhammer 40,000 board of 8ft x 4ft you need 8 squares. If you buy 6 or more of these squares, you may take 10% off the price. Due May.

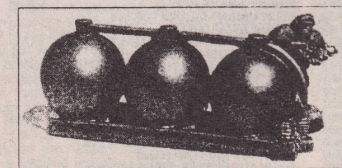
Warhammer 40,000

GAM WARHAMMER 40,000 BOXED SET

At long last, the new rules for Warhammer 40K have been released. Instead of a single rule book, the new Warhammer 40K comes as value packed boxed set along the lines of Warhammer Fantasy. The game includes: 40 Gretchins, 20 Space Ork Goths, 20 Space Marines (2 squads), including 14 bolters, 2 sergeants, 2 missile launchers, & 2 flamers. There is a rulebook, Wargear equipment book, Codex Imperialis background book, ruined buildings, burst templates, counters, cards for Wargear, missions, vehicles, dreadnoughts, etc.



(314) MEDIUM VERTICAL WOOD CRATES



(220) 3 ROUND TANK UNIT

58 - Miniatures & Miniatures Rules: Fantasy

CIT102726 STORM TROOPERS (6 plastic) \$15.00

IMPERIAL GUARD	
CIT721955 COMMISSAR YARRICK	\$15.50
CIT722006 CATACHAN JUNGLE FIGHTERS	\$15.50
CIT722013 JUNGLE FIGHTERS LIEUTENANT	\$10.00
CIT722020 CADIAN LIEUTENANT	\$10.00
CIT722037 ATTILAN LIEUTENANT	\$10.00
CIT722044 ATTILAN ROUGHIDER STANDARD	\$10.00
CIT722051 CADIAN SHOCK TROOPS	\$15.50
CIT722068 IMPERIAL ICE WARRIORS	\$15.50
CIT722075 ICE WARRIORS LIEUTENANT	\$10.00
CIT722082 MORDIAN GUARD LIEUTENANT	\$10.00
CIT722099 MORDIAN IRON GUARD	\$15.50
CIT722105 RATLING SNIPERS	\$15.50
CIT722112 IMPERIAL DESERT RAIDERS	\$15.50
CIT722129 DESERT RAIDERS LIEUTENANT	\$9.00
CIT722136 VINDICARE ASSASSIN	\$12.50
CIT722143 CALLIDUS ASSASSIN	\$12.50
CIT722150 EVERSOR ASSASSIN	\$12.50
CIT722167 IMPERIAL GUARD DECALS	\$12.00
CIT722174 CATACHAN TROOPERS & SERGEANT	\$15.50
CIT722181 CATACHAN'S WITH SPECIAL WEAPON	\$15.50
CIT722198 CATACHAN HEAVY WEAPON	\$15.50
CIT722204 CADIAN TROOPERS WITH SGT	\$15.50
CIT722211 CADIAN TROOPERS WITH SPEC WPN	\$15.50
CIT722228 CADIAN HEAVY WEAPON	\$15.50
CIT722238 CADIAN SPECIAL WEAPON	\$12.50
CIT722235 VALHALLAN TROOPERS & SERG	\$15.50
CIT722242 VALHALLAN TROOPERS & SPEC	\$15.50
CIT722259 VALHALLAN HEAVY WEAPON	\$15.50
CIT722266 MORDIAN TROOPERS & SERGEANT	\$15.50
CIT722273 MORDIAN TROOPERS & SPECIALIST	\$15.50
CIT722280 MORDIAN HEAVY WEAPON	\$15.50
CIT722297 TALLARN TROOPERS & SERGEANT	\$15.50
CIT722309 TALLARN TROOPERS & SPECIAL	\$15.50
CIT722319 TALLARN HEAVY WEAPON	\$15.50
CIT722327 CAPTAIN CHENYU OF VALHALLA	\$15.50
CIT722339 CAPTAIN AL RAHEM	\$15.50
CIT722349 CATACHAN JUNGLE FIGHTER CAPTAIN	\$12.50
CIT722379 CATACHAN SPECIAL WEAPONS	\$15.00
CIT722396 VALHALLAN SPECIAL WEAPONS	\$12.50
CIT722402 MORDIAN SPECIAL WEAPON	\$12.50
CIT722419 TALLARN SPECIAL WEAPONS	\$12.50
CIT722429 PRIMARIS PSYKER	\$10.00
CIT722439 IMPERIAL GUARD COMMISSAR	\$10.00
CIT722459 COMM-LINK OPERATOR & SP WEAPON (2)	\$15.50
CIT722469 STORM TROOPER SERGEANT (1)	\$10.00
CIT722479 STORM TROOPER W/SPECIAL WEAPON	\$10.00
CIT722489 STORM TROOPER HEAVY WEAPON & CREW	\$15.50
CIT722407 ADEPTUS ARBITES CAPTAIN	\$15.50
CIT722402 ADEPTUS ARBITES WITH SHOTGUN	\$15.50
CIT722403 ADEPTUS ARBITES WITH BOLTER	\$15.50
CIT722410 IMPERIAL FORCES PSYKER	\$10.00
CIT722408 IMPERIAL OGRYNS	\$10.00
CIT722415 ROUGHIDER	\$10.00
CITARM7 IMPERIAL GUARD ARMOR TRANSFERS	\$12.00

TYRANID BOXED SETS	
CIT0428 CARNIFEX	\$47.00
CIT0449 TYRANID HIVE TYRANT	\$47.00
CIT0451 TYRANID LICTOR	\$32.00
CIT0800 TYRANID TERMAGEANTS (5)	\$15.00
CIT0775 TYRANID WARRIORS (3)	\$32.00
CIT0777 PURESTRAN GENESTEALERS	\$15.00

TYRANIDS	
CIT726091 TERMAGEANTS WITH FLESHBORER	\$15.50
CIT726707 TERMAGEANTS WITH SPIKE RIFLE	\$15.50
CIT726714 GARGOYLES	\$15.50
CIT726721 TERMAGEANT WITH WEB STRANGLER	\$15.50
CIT726738 TYRANID BIOVORE	\$19.00
CIT726745 TYRANID HORMAGAUNTS	\$19.00
CIT726752 TYRANID WITH SPINEFIST	\$19.00
CIT726769 TYRANID WITH DEVOURER	\$19.00
CIT726776 TYRANID WITH LASH WHIP	\$19.00
CIT726783 TYRANID WITH VENOM CANNON	\$19.00
CIT726790 TYRANID WITH BARBED STRANGLER	\$19.00
CIT726806 TYRANID RIPPER SWARM	\$12.50
CIT726813 TYRANID ZOANTHROPE	\$24.00

Fantasy

Hordes of the Things

WRG HORDES OF THE THINGS

A 40 page book of fast play fantasy miniatures rules, using a system very similar to DBA. All armies consist of 24 points, and can include the troop types aerial hero, god, dragon, paladin, behemoth, magicians, heroes, airboats, artillery, sneakers, clerics, flyers, knights, riders, beasts, blades, spears, shooters, warbands, hordes, and lurkers. Large battles can be played, simply by adding further generals, each of which commands 24 points. The average 24 point army will include 24 - 36 figures. Combat is very similar to DBA and DBM, and so the game is extremely fast moving and easy to learn. Hordes are done in a novel way. If one is eliminated, the next turn you can replace it by spending one command pip, and it arrives in your stronghold or back board edge. \$16.00

Hordes of the Things 15mm Armies

15mm metal figures by Irregular Miniatures.

HOTT Elf Army (24 Army Points)	\$20.00
HOTT Dwarf Army (24 Army Points)	\$20.00
HOTT Orc Army (24 Army Points)	\$20.00
HOTT Skeleton Army (24 Army Points)	\$20.00
HOTT Lizardmen Army (24 Army Points)	\$28.00
HOTT Amazon Army (24 Army Points)	\$20.00
HOTT Dark Dwarf Army (24 Army Points)	\$20.00
HOTT Ratman Army (24 Army Points)	\$20.00
HOTT Halfling Army (24 Army Points)	\$20.00
FSK7 Skeleton Chariot	\$6.50
FCR9 Lurker (1)	\$0.55
FCR12 Skeletal Beast with Howdah & Crew	\$11.00



FDD3 FDD4 FDD5
HOTT Dark Dwarf Army

GRENDL

Grendel has been taken over by Kryomek, and we are expecting a full restock of all Grendel lines in April '97.

25mm Fantasy Resin Boxed Scenery

GRNF0014 Pharaohs Tomb	\$33.00
15cm x 14cm tomb gateway, with 2 stone gods	
GRNF0016 Norse Giant (16cm tall)	\$36.00
GRNF0017 Black Dragon	\$29.50
GRNF0019 Fire Demon (Huge balrog)	\$28.00
110mm high, 120mm wingspan	
GRNF0030 Black Orcs (12 25mm figures, 4 types)	\$25.00
GRNF0031 Bear Clan Barbarian Axemen	\$25.00
(12 25mm figures, 4 types)	
GRNF0032 Dwarf Goliath Warmachine	\$40.00
(Huge mobile bombard & twin cannons)	
GRNF0033 Black Orc Warriests (2)	\$35.00
GRNF0042 Pit & Trap (Man trap, trap door, 1 ton weight, sprung pit, sliding door panel, Indiana stone disc pit)	\$30.00
GRNF0047 Barbarian Huts (2 large huts)	\$30.00
GRNF0058 DWARVEN GUN TOWER	\$35.00
(Huge 2 level gun tower with dwarf mortar)	
GRNF0059 Wyven's Eerie	\$28.00
GRNF0060 Barbarian Longhouse	\$30.00
GRNF0061 Siege Tower	\$35.00
GRNF0062 Catapults and Ballista	\$30.00
GRNF0063 Goblin Wartowers	\$28.00
GRNF0065 Zombie Dragon	\$37.50
GRNF0066 Bronze Dragon	\$37.50
GRNF0067 Trebuchet	\$37.50
GRNF0069 Battering Ram	\$37.50
GRNF0070 Swamp Creature	\$30.00
GRNF0073 Golem Wyvern	\$40.00
GRNF0074 Earth Elemental	\$30.00
GRNF0075 Red Dragon	\$52.50
GRNF0076 Nubian Pyramid	\$40.00
GRNL0001 Necrosaur with Harpoon	\$45.00
GRNL0002 Necrosaur with War Tower	\$45.00

Blister Series

An excellent range of resin scenery, accessories, etc. Prices are extremely cheap as these models are in blisters instead of boxed sets.

GRN10002 BARRELS	\$15.00
GRN10003 PORTCULLIS	\$12.00
GRN10004 UNEARTHED CRYPT	\$15.00
GRN10005 BANQUET TABLE	\$15.00
GRN10006 SNUG PUB	\$15.00
GRN10008 CYCLOPES GATEWAY	\$12.00
GRN10009 TAVERN BEDS	\$15.00
GRN10010 SKULL FOUNTAINS	\$15.00
GRN10011 DEVIL HEADED THRONE	\$12.00
GRN10012 DAIS	\$12.00
GRN10013 SKULL GATE & ALTAR	\$12.00
GRN10014 RAM SKULL GATE	\$12.00
GRN10015 DEMONIC ALTAR	\$12.00
GRN10016 DRAGON PORTAL	\$12.00
GRN10017 GRILLS	\$12.00
GRN10021 CANOE AND RAFT	\$15.00
GRN10022 SNAKE PIT	\$15.00
GRN10023 APOTHECARY	\$15.00
GRN10024 GALLOWES & STOCKS	\$15.00
GRN10025 FANTASY ROCKET BATTERY	\$15.00
GRN10026 ROCK DRAGON	\$12.00
GRN10027 MAGICIANS ACCESSORIES	\$15.00
GRN10028 MANTLET & SPOTTER POSITIO	\$15.00
GRN10029 CARTS & WAGONS	\$15.00
GRN10030 SPIRAL STAIRCASE	\$15.00
GRN10031 DUNGEON CRAWLERS	\$15.00
GRN10032 THE GUARDIAN	\$15.00
GRN10033 TAVERN KITCHEN	\$15.00
GRN10036 AZTECIAN ENTRANCE	\$15.00
GRN10037 STABLE AND LOFT	\$15.00
GRN10038 TREASURE PILES	\$15.00
GRN10039 CONSOLS SCI-FI	\$15.00
GRN10041 APC	\$15.00
GRN10042 WARRIOR'S BURIAL MOUND	\$15.00
GRN10043 DUNGEON WINDOWS	\$15.00
GRN10044 NECROMANCERS STUDY	\$15.00
GRN10045 ADVENTURERS CAMPSITE	\$15.00
GRN10046 DRAGON SLAYER	\$15.00
GRN10047 ARMORER'S	\$15.00
GRN10048 BARBARIAN THRONE	\$15.00
GRN10049 DUNGEON BEASTIES	\$15.00
GRN10050 ALIEN HIVE	\$15.00
GRN10051 EGYPTIAN SARCOPHAGUS	\$15.00
GRN10052 RUINED EGYPTIAN GATEWAY	\$15.00
GRN10053 TOMB DOORS	\$15.00
GRN10054 CYCLOPS SKULL PORTAL	\$15.00
GRN10055 OLMEC HEAD GATEWAY	\$13.00
GRN10056 AZTECIAN ALTAR	\$13.00
GRN10057 UNEARTHED EGYPTIAN GATE	\$13.00
GRN10058 EGYPTIAN GATE	\$12.00
GRN10059 FALCON GATE	\$13.00
GRN10060 AZTEC DOOR	\$12.00
GRN10061 AZTEC ALTAR	\$12.00
GRN10062 OLMEC RUINS	\$12.00
GRN10066 GREEN GRIFFON BARMAN	\$16.00
GRN10067 GREEN GRIFFON TABLES & CHAIRS	\$16.00
GRN10068 SECURITY GRAV CAR	\$20.00
GRN10069 STREET GANG BUGGY	\$20.00

25mm Sci-Fi Resin Figures & Scenery

GRNF0008 Sci-Fi Doors & Floors: 6 doors, 8 x 45 cardstock floor plans	\$20.00
GRNF0023 Imperial Marines (10 elite guardsmen)	\$20.00
GRNF0036 Corvus V.T.O.L. Mk IV Assault Carrier	\$40.00

Inferno

GLO6000 INFERNO BATTLES OF ABYSS

10,000 of this game were printed in the US in the initial print run, and 9,000 of these sold out within two weeks. Needless to say, this is an extremely popular game! Set in the Hollows of the Abyss, the great Place that lies between heaven and hell, the great Lords make war. Vast armies clash endlessly over the tormented landscape battling for power and that most precious commodity - souls. Striding like giants among the hordes, the mighty Archfiends and their terrible Lieutenants reap great ruin, slaughtering their foes over and over again. This is a miniatures game featuring 6mm hordes representing the general troops that comprise an army, and huge miniatures of varying sizes (such as 60mm for the Archfiends). You control one of the twelve Lords of the Abyss. This boxed set includes 2 map boards 18"x23" each, rules with tabletop conversions, the Tome of the Abyss book, 26 stand-up color counters (to use until you buy the miniatures), terrain features, templates, counters, dice. \$49.95

TOME OF THE ABYSS

64 page booklet that is also contained in the game. Speaks about the fall from heaven, the twelve Archfiends, Lieutenants, and places within the Abyss. \$11.50

Inferno Miniatures

Hordes are 6mm, Archfiends 60mm, Lieutenants 40mm

GLO6101 MALABOR ARCHFIEND	\$18.95
GLO6102 GORIXUS ARCHFIEND	\$18.95
GLO6103 ARIACH ARCHFIEND	\$18.95
GLO6111 AZKIEL ARCHFIEND	\$21.50
GLO6112 GURZON ARCHFIEND	\$21.50
GLO6113 BOLAGG ARCHFIEND	\$21.50
GLO6121 NISROC ARCHFIEND	\$18.95
GLO6122 TEUTHOS ARCHFIEND	\$18.95
GLO6123 IIDROPOS ARCHFIEND	\$18.95
GLO6133 VUAL ARCHFIEND	\$18.95
GLO6301 NUCKELAVEE LIEUTENANT	\$11.50
GLO6321 BUDELA LIEUTENANT (2)	\$9.95
GLO6501 SKULL HORDE 6mm figures	\$7.50

Lords of Glory

ONE LORDS OF GLORY Fantasy Miniatures Rules

Produced in small booklet form, half A4 page in size. These rules offer a simple tactical battle system for any fantasy miniatures you own. Although the rules are simple to learn and play, they offer players the ability to use sound doctrine and tactics. The focus is on maneuver and seizure of objectives within a given allotment of turns. Units consist of single monsters or units of ten figures, which can have a leader and hero added to them. There is no limit to how many units or figures you use. You use counters to issue movement orders, combat is simple and logical, taking into account weapons and armor types. Monsters can be worth from 10 to 50 individual figures. Also very easy to design your own scenarios. \$6.50

MITHRIL

All figures are 25mm scale and come undercoated.

The Prancing Pony

MMM113 STRIDER,FRODO, & SAM	\$12.95
MMM114 SEATED CARD PLAYERS	\$10.95

Laketown

MMM130 LONGBOAT & CREW	\$14.95
MMM134 RAFT ELVES	\$9.50

Ghost Warriors

MMM166 TUGHAIB OF THE SPIRITS	\$4.50
MMM173 SKELETONS OF UNDER DEEP	\$4.50
MMM174 CAVE TROLL OF UNDER DEEP	\$10.95

Isenguard

MMM179 HALF ORCS	\$7.50
MMM183 WHITE HAND ORC WITH MERRY	\$4.50

Ents of Fangorn

MMM188 FIMBRETHIL ENTWIFE	\$7.95
MMM189 ENTING	\$6.50
MMM193 BANDITS OF TIR LIMLIGHT	\$3.75

Gondor

MMM195 DENETHOR, GONDOR STEWARD	\$11.95
MMM196 PIPPIN & BERGIL IN GONDOR	\$7.50
MMM197 GONDORIAN OFFICER	\$4.50
MMM199 GONDORIAN ROYAL GUARDS (2)	\$8.95
MMM202 IORETH THE HEALER	\$4.50
MMM203 GONDORIAN TOWNSFOLK (2)	\$8.95

Elves of Lorien

MMM210 LORIEAN GUARDIAN/GUIDE	\$4.50
MMM213 LORIEAN SPEARMAN	\$4.50

Tale of Turin

MMM216 MORWEN AND NIENOR	\$7.50
MMM219 MIM AND IBUN	\$5.95
MMM222 MORGOTH ORCS (2)	\$5.95
MMM223 WOLF SENTINEL	\$5.95

Boxed Sets

MMM300 BALROG OF MORIA	\$59.50
MMM345 THE VENGEANCE OF SMAUG	\$59.50

Turin the Black Sword

MMM240 FINDULAS AND GWINDOR	\$8.50
MMM241 BRODDA THE EASTERLING	\$4.50
MMM242 HITHLUM EASTERLING WARRIOR	\$4.50
MMM243 BRANDIR THE LAME	\$4.50
MMM244 TURIN TURUMBAR	\$4.50
MMM245 NIMIEL THE BRIDE	\$4.50
MMM246 ANGBAND ORC-CAPTAIN	\$4.50

The Ancient Folk

MMM250 CORPSE CANDLE	\$4.50
MMM252 PUKEL MEN (2)	\$6.50
MMM253 SWAMP-STAR	\$4.50
MMM254 MEWLIP	\$4.50
MMM257 BARROW-WIGHT KING	\$5.50

The Last Alliance

MMM270 ELRON HERALD OF GIL-GALAD	\$11.00
MMM271 ELENLIL THE TALL	\$5.50
MMM272 ISILDUR THE RING BEARER	\$4.50
MMM273 CIRIDAN AT GORGOROTH	\$4.50
MMM274 ANARION	\$6.50
MMM276 NUMENOREAN INFANTRY	\$4.50
MMM277 NUMENOREAN DUNNISH TRACKER	\$4.50
MMM278 NUMENOREAN INFANTRY (ISILDUR)	\$4.50

Gondor

MMM292 GONDOR ROYAL ARMY SWORDSMAN	\$4.00
MMM296 GONDOR ROYAL/PROVINCL SHIELDS	\$4.00

The Misty Mountains

MMM307 STONE GIANT	\$17.00
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The Orcs of the Red Eye

MMM310	MORDOR ORC STANDARD BEARER	\$6.00
MMM312	MORDOR ORC DRUMMER	\$5.50
MMM313	ARMORED ORCS	\$8.50
MMM314	ORC RIDER ON CHARGING WARG	\$8.50

Women of Middle Earth

MMM316	EOWYN/DERMHELM MOUNTED	\$8.00
MMM323	TWO FEMALE HOBBITS	\$5.50

Frodo & Sam in Mordor

MMM326	SHAGRAT & GORBAG	\$11.00
MMM327	FRODO & SAM DRESSED AS ORCS	\$5.50
MMM328	LUGBURZ - ORC TRACKER	\$4.00
MMM329	THE RINGWRAITH	\$6.50
MMM330	MORGUL ORC FIGHTING	\$4.00
MMM332	FRODO IN THE TOWER	\$8.00
MMM333	LUGBURZ GREAT URUK	\$6.50
MMM334	LUGBURZ CAPTAIN WITH WHIP	\$4.00
MMM335	SNAGAS (SMALL ORCS - 2)	\$6.50

House of Elrond

MMM338	ELROND THE LOREMASTER	\$4.50
MMM339	ELROHIR	\$4.50
MMM340	ELF-GIRL HARPIST	\$6.50
MMM341	BILBO WITH BOOK	\$4.50
MMM342	ELF CHILDREN IN TREE	\$10.00
MMM343	ARAGORN'S LEAVE TAKING	\$10.00
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MMM364	BALIN IN WAR GEAR	\$4.50
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MMM368	IRON HILLS DRUMMER	\$4.50
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MMM370	IRON HILLS AXEMEN (2)	\$6.50
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(These figures are re-released & repackaged)

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RAFM

FANTASY

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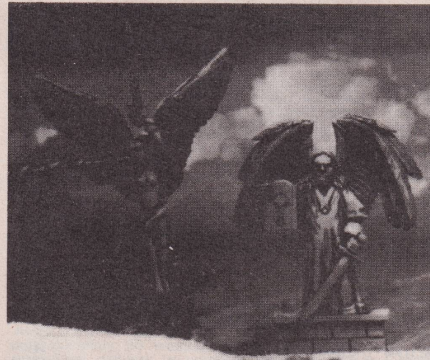
CALL OF CTHULHU

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RAF3309	UNICORN AND MAID	\$8.95
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RAF3317	USHABTIS - ANGEL OF STYX	\$9.50



3300

3302



3305

3304

RAL PARTHA

AD&D FANTASY

Note: TSR has cancelled Ral Partha's AD&D licence, as they intend to start making their own range of AD&D figures. We have bought up heaps of Ral Partha AD&D figures, but once we sell out of any particular code, we will not be able to obtain more stocks, so please buy up quickly! First come first served.

AD&D Characters

Each with 1 male & 1 female 25mm figure.

RAL11001	FIGHTERS W/2 HND SWORDS (2)	\$6.50
RAL11002	CLERICS W/STAFF & HAMMER (2)	\$6.50
RAL11003	MAGIC USERS W/STAFF & DAGGER	\$6.50
RAL11004	RANGERS W/BOW & SWORD (2)	\$6.50
RAL11005	THIEVES W/SLING & SWORD (2)	\$6.50
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RAL11007	ELVEN MAGIC USERS W/STAFF	\$6.50
RAL11008	GNOME THIEVES W/DAGGER & X-BW	\$6.50
RAL11009	ADVENTURING MAGES WITH STAFF	\$6.50
RAL11010	PALADINS W/SWORD & DAGGER	\$6.50
RAL11011	HALF ELF RANGERS-BOW & SWORD	\$6.50
RAL11012	HALF ELVEN FIGHTER THIEVES	\$6.50
RAL11013	BARDS W/HARP & SWORD	\$6.50
RAL11014	KENDER ROGUES W/HOOPOAKS	\$6.50
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RAL11018	WILDERNESS WARRIORS (2)	\$6.50
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RAL11027	DRUIDS (2)	\$6.50
RAL11028	PROBSTS (2)	\$6.50
RAL11029	ELVEN THIEVES (2)	\$6.50
RAL11030	FIGHTERS IN PLATE (2)	\$6.50
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RAL11032	MOURNGRYM AMCATRA (1)	\$3.50

RAL11033	MIDNIGHT (1)	\$3.50
RAL11034	LORE MENSHON (WIZARD) (1)	\$3.50
RAL11035	MANXAM (BEHOLDER) (1)	\$3.50
RAL11036	SHAERT AMCATRA (THIEF)	\$3.50
RAL11037	ELMINSTER WIZARD & SAGE (1)	\$3.50
RAL11038	KHELBEN (1)	\$3.50
RAL11039	DOVE FALCONHAND (1)	\$3.50
RAL11040	FLORIN FALCONHAND (1)	\$3.50
RAL11041	AZALIN THE LICH (1)	\$3.50
RAL11042	KING AZOUN FROM CORMYR (1)	\$3.50
RAL11043	VANGERHAAS WIZARD (1)	\$3.50
RAL11044	LORD SOTH. MTD & FOOT	\$16.00
RAL11045	TANIS	\$3.50
RAL11046	GOLDMOON	\$3.50
RAL11049	RAISTLIN	\$3.50
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RAL11073	LORIN GUNTHA	\$3.50
RAL11074	SILVANA	\$3.50
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RAL11076	HIGH BULP & BUPU (2)	\$3.50
RAL11077	FLINT FIREFORGE	\$3.50
RAL11078	LAERAL SILVERHAND	\$3.50
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RAL11407	FIRE GIANT (1)	\$11.95
RAL11408	TROLL (1)	\$8.95
RAL11409	ORCS (4)	\$12.50
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RAL11414	CHIMERA (1)	\$14.95
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RAL11416	LESSER GOLEMS-FLESH/CLAY	\$7.95
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RAL11423	PEGASUS (1)	\$10.50
RAL11424	UNICORN (1)	\$8.50
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RAL11428	YOUNG DRAGON OF KRYNN	\$11.50
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RAL11430	PHASE SPIDER	\$15.50
RAL11431	STORM GIANT W/SWORD (88mm)	\$17.50
RAL11432	GOBLINS (5)	\$13.50
RAL11433	GARGOYLES (2)	\$8.95
RAL11434	GHOULES AND GHAIST (3)	\$8.95
RAL11435	RUST MONSTER (1)	\$9.50
RAL11436	FROST GIANT-AXE & SHIELD (1)	\$14.50
RAL11437	HARPIES (3)	\$12.50
RAL11438	WIGHT (1)	\$3.50
RAL11439	BASILISK (1)	\$12.50
RAL11440	CLOUD GIANT-BALL & CHAIN (1)	\$3.50
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RAL11443	SAHUAGIN	\$11.50
RAL11444	TROGLODYTES (3)	\$11.50
RAL11445	GRIFON (1)	\$9.95
RAL11446	ARMORED HOBGOBLINS (3)	\$11.95
RAL11447	FIRE MINION W/FLAMING SWORD	\$6.50
RAL11448	GNOMES W/HAND WEAPONS (5)	\$11.95
RAL11449	WYVERN POUNCING (1)	\$16.50
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RAL11494	WEMIC (2)	\$9.95
RAL11495	KIRIN (1)	\$11.50
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RAL11498	CAVE FISHER	\$9.95
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AD&D Ravenloft

Blisters with (1) 25mm figures.

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11-104
Vampires



11-110
Gypsy Dancers

AD&D Planescape

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RAL11606	FACTOL KORAN OF CHAOS	\$4.25
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RAL11651	DRETH	\$12.95
RAL11652	MOLYDEUS (1)	\$15.95
RAL11653	MARALITH (1)	\$3.50
RAL11654	BARBAZU (4)	\$11.95

AD&D Dark Sun

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RAL11706	TEMBO DARK SUN	\$6.50
RAL11708	DARK SUN FEMALE GLADIATORS (3)	\$8.95
RAL11710	DARK SUN JOZHALS (5)	\$8.95
RAL11711	DARK SUN BEL GOI (3)	\$15.50
RAL11712	DRAGON KING (1)	\$9.95
RAL11719	CHARACTURES (3)	\$9.95
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RAL11752	CHIMAERA (1)	\$15.95
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RAL11754	QUIRAD AL-DINN (1)	\$3.50
RAL11755	THE SWORD MAGE (1)	\$3.50

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RAL11757	GHURALLI, OROG WARLORD	\$4.95

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RAL10503	HUMA'S SILVER DRAGON	\$37.95
RAL10504	VILLAINS OF KYRNN (9)	\$34.95
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RAL10511	RAVENLOFT DENIZENS (10)	\$34.95
RAL10512P	D&D MONSTERS (20 PLASTIC)	\$64.95
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RAL10550	HEROES OF FORGOTTEN REALMS (10)	\$29.95
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BattleSystem Brigades

Boxed Sets with 25mm figures.

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RAL11850	Lord Sotth & 12 Skeleton Mid Knights	\$15.95
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RAL01012	ARCHANGEL	\$7.50
RAL01019	ANGEL OF DEATH W/SCYTHE	\$7.95
RAL01027	RANGERS, MTD & ON FOOT	\$9.95
RAL01028	GREMLIN WAR PARTY (3)	\$10.95
RAL01030	WRAITH WITH SICKLE	\$3.50
RAL01032	CENTAUR	\$3.50
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01-710
Huntress & Hunting Dragon



01-711
Ivea & Warwolf



01-712
Velociraptors and Pack Mistress

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02-910
Lions (Male & Female)



02-911
Attack Dogs (4)

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RAL09003	DWARF ELF & SWORDMISTRESS	\$9.50
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RAL09052	MAN WITH RUNNING HYENA	\$8.50
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FANTASY ADVENTURERS

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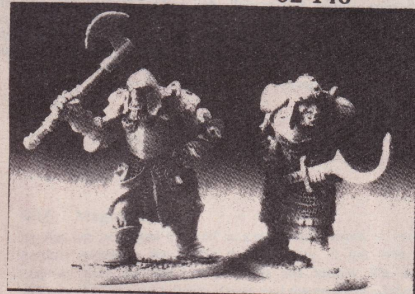
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CIT744626	DEATH MASTER SNIKCH	\$15.50
CIT744633	SKROLK	\$15.50
CIT744640	GREY SEER THANQUOL	\$15.50
CIT744657	WARLORD QUEEK	\$15.50
CIT744664	IKIT CLAW	\$15.50
CIT744688	SKAVEN RAT SWARMS	\$15.50
CIT744695	SKAVEN JEZZAIL	\$15.50
CIT744701	SKAVEN WARP FIRE THROWER	\$15.50
CIT744718	SKAVEN ASSASSINS	\$12.50
CIT744729	SKAVEN WARLOCKS	\$10.00

UNDEAD BOXED SETS

CIT0779	SKELETON WARRIORS	\$15.00
CIT0780	SKELETON HORSEMEN	\$15.00
CIT0781	UNDEAD CHARIOT	\$15.00
CIT0518	NECROMANCER ON MANTICORE	\$47.00
CIT0519	LICHE KINGS CHARIOT	\$47.00
CIT0523	NAGASH	\$32.00
CIT0524	ZOMBIE DRAGON	\$46.00

UNDEAD BLISTERS

CIT745043	SKELETON ARCHERS	\$15.00
CIT745050	SKELETON WARRIORS	\$15.00
CIT745104	UNDEAD MUMMIES	\$15.50
CIT745142	ZOMBIE COMMAND GROUP	\$15.50
CIT745159	ZOMBIES	\$15.50
CIT745166	SKELETON COMMAND GROUP	\$15.50
CIT745173	WIGHTS	\$15.50
CIT745180	UNDEAD WRAITHS	\$15.50
CIT745197	SKELETON CAVALRY	\$10.00
CIT745203	VAMPIRE LORD	\$10.00
CIT745210	UNDEAD NECROMANCER	\$10.00
CIT745222	HEINRICH KEMMLER	\$15.50
CIT745227	GHOULS	\$15.00
CIT745234	UNDEAD BATTLE BANNERS	\$12.00
CIT745241	MOUNTED NECROMANCER	\$12.50
CIT745340	GHOSTS	\$10.00
CIT745359	VLAD & ISABELL VON CARST	\$15.50
CIT745401	UNDEAD LORD KRELL	\$15.50
CIT745678	SKULL CHUCKER	\$19.00
CIT884209	CARRION	\$20.00
CIT136309	UNDEAD TRANSFERS	\$12.50
CIT137572	UNDEAD DETAILED SHIELDS	\$5.00
CIT137572	UNDEAD SHIELDS	\$5.00

CHAOS BOXED SETS

CIT0525	CHAOS KNIGHTS	\$32.00
CIT0529	ARBAAL THE UNDEFEATED	\$43.00
CIT0533	EGRIMM VAN HORSTMANN	\$73.00
CIT0782	CHAOS BEASTMEN WARRIORS	\$15.00
CIT0787	CHAOS WARRIORS (6)	\$15.00
CIT0543	GREATER DEMON OF NURGLE	\$61.00

CHAOS BLISTERS

CIT730001	CHAOS BEASTMEN	\$15.50
CIT730018	CHAOS BEASTMEN COMMAND	\$15.50
CIT730025	BEASTMAN SHAMAN	\$10.00
CIT730032	CHAOS DRAGON OGRES	\$29.00
CIT730049	CHAOS KNIGHT HEROES	\$12.50
CIT730056	CHAOS WARRIOR COMMAND	\$10.00
CIT730063	FLESH HOUNDS OF KHORNE	\$10.00
CIT730070	CHAOS BLOODLETTERS	\$10.00
CIT730087	DAEMONETTES OF SLAANESH	\$10.00
CIT730094	CHAOS SORCERERS & FAMILIARS	\$10.00
CIT730100	FLAMERS OF TZEENTCH	\$10.00
CIT730117	SCYLLA CHAOS SPAWN	\$15.50
CIT730129	PINK & BLUE HORRORS	\$15.50
CIT730131	DAEMONETTES ON MOUNTS	\$19.00
CIT730148	PLAGUEBEARERS	\$15.50
CIT730155	FLYING DISC OF TZEENTCH	\$12.50
CIT730162	AEKBOLD HELBRASS	\$15.50
CIT730179	FIENDS OF SLAANESH	\$15.50
CIT730186	BEAST OF NURGLE	\$15.50
CIT730193	MOUNTED CHAOS KNIGHT	\$12.50
CIT730216	CHAOS HARPY	\$15.50
CIT730964	JUGGERNAUT OF KHORNE	\$17.00
CIT731309	CHAMPIONS OF KHORNE	\$15.50
CIT731429	CHAMPIONS OF SLAANESH	\$15.50
CIT731558	CHAMPIONS OF TZEENTCH	\$15.50
CIT731671	CHAMPIONS OF NURGLE	\$15.50
CIT732012	CHAOS WARRIORS	\$15.50
CIT732319	NURGLINGS	\$15.50
CIT730231	NEW CHAOS NURGLINGS (9)	\$9.50
CIT137596	CHAOS DETAILED SHIELDS	\$5.00
CIT137599	CHAOS SHIELDS	\$4.50
CIT006199	CHAOS TRANSFERS	\$12.00

HIGH ELF BOXED SETS

CIT0527	HIGH ELF DRAGON LORD	\$62.00
CIT0754	HIGH ELF WARRIORS	\$15.00
CIT0816	HIGH ELF REAVER KNIGHTS	\$32.00
CIT0818	HIGH ELF SILVER HELMS	\$32.00
CIT0822	HIGH ELF WAR GRIFFON	\$47.00
CIT0825	HIGH ELF BATTLE CHARIOT	\$32.00
CIT0830	HIGH ELF PEGASUS	\$47.00
CIT0841	DRAGON PRINCES OF CALEDOR	\$32.00

HIGH ELF BLISTERS

CIT756001	HIGH ELF SPEARMEN	\$15.50
CIT756131	HIGH ELF COMMAND	\$15.50
CIT756254	HIGH ELF BOWMEN	\$15.50

CIT756377	SILVER HELMS	\$10.00
CIT756384	SILVER HELMS CAPTAIN	\$10.00
CIT756391	HIGH ELF SILVER HELMS STANDAR	\$10.00
CIT756490	HIGH ELF BOLT THROWER	\$19.00
CIT756520	TECLIS	\$15.50
CIT756643	TYRION	\$19.00
CIT756704	HIGH ELF PHOENIX GUARD	\$19.00
CIT756781	NEW HIGH ELF MAGE	\$9.50
CIT756979	NEW HIGH ELF GENERAL - ELDROTH	\$12.50
CIT756803	NEW HIGH MOUNTED HERO	\$12.50
CIT756759	DRAGON PRINCE HEROES	\$12.50
CIT756766	HIGH ELF DRAGON PRINCE	\$12.50
CIT756773	HIGH ELF REAVER KNIGHT	\$10.00
CIT006083	HIGH ELF BANNERS	\$12.00
CIT887093	DRAGON KNIGHT PRINCE HEROES	\$9.00
CIT887507	WHITE LIONS OF CHRAE	\$19.00
CIT887705	SWORDMASTERS OF HOETH	\$15.50
CIT887804	SHADOW WARRIORS	\$15.50
CIT887909	REAVER KNIGHT HEROES	\$10.00

DARK ELF BOXED SETS

CIT0530	COLD ONE KNIGHTS	\$43.00
CIT0531	DARK ELF DRAGONRIDER	\$60.00
CIT0532	DARK ELF SORCERESS	\$46.00
CIT0795	WARHAMMER DARK ELVES	\$15.00

DARK ELF BLISTERS

CIT759002	DARK ELF SPEARMEN	\$15.50
CIT759019	DARK ELF CROSSBOWS	\$15.50
CIT759026	BLACK GUARD OF NAGGAROTH	\$15.50
CIT759033	DARK ELF COMMAND	\$15.50
CIT759040	DARK ELF WITCH ELVES	\$15.50
CIT759057	DARK ELF TRANSFERS	\$12.00
CIT759064	DARK ELF CORSAIRS	\$15.50
CIT759071	DARK ELF COLD ONE	\$12.50
CIT759088	DARK ELF BANNERS	\$12.00
CIT759095	DARK ELF STANDARDS	\$12.00
CIT759101	COLD ONE KNIGHT STANDARD	\$15.50
CIT759118	COLD ONE KNIGHT CHAMPION	\$15.50
CIT759125	DARK ELF REPEATING BOLT THROW	\$19.00
CIT759132	DARK ELF GENERAL ON COLD ONE	\$19.00
CIT759149	DARK ELF SORCERER	\$10.00
CIT759156	DARK ELF ASSASSINS	\$10.00

EMPIRE BOXED SETS

CIT0758	REGIMENT OF ALTDORF	\$45.00
CIT0759	EMPIRE HALBERDIERS	\$15.00
CIT0811	EMPIRE WAR WAGON	\$60.00
CIT0812	EMPIRE STEAM TANK	\$47.00
CIT0814	KNIGHTS OF THE WHITE WOLF	\$32.00
CIT0815	KNIGHTS PANTHER	\$32.00
CIT0817	IMPERIAL WAR ALTAR	\$47.00
CIT0820	HEROES OF THE EMPIRE	\$47.00
CIT0821	ELECTOR COUNTS	\$47.00
CIT0826	IMPERIAL PEGASUS RIDER	\$47.00
CIT0835	EMPEROR ON DEATHCLAW	\$47.00

EMPIRE BLISTERS

CIT737071	MOUNTED WIZARDS MIXED	\$10.00
CIT737147	KNIGHT OF THE BLAZING SUN	\$10.00
CIT737154	GRANDMASTER OF THE BLAZING SU	\$10.00
CIT737253	IMPERIAL STANDARDS	\$10.00
CIT737376	IMPERIAL OUTRIDERS	\$10.00
CIT737406	KISLEV HORSE ARCHERS	\$10.00
CIT737413	KISLEV HORSE ARCHERS COMMAND	\$10.00
CIT737536	KISLEV LANCERS	\$10.00
CIT737543	KISLEV LANCERS COMMAND	\$10.00
CIT737637	WHITE WOLF STANDARD BEARER	\$10.00
CIT737659	KNIGHTS OF THE WHITE WOLF	\$10.00
CIT737666	GRANDMASTER WHITE WOLVES	\$10.00
CIT737673	KNIGHTS WHITE WOLF STANDARD	\$10.00
CIT737765	IMPERIAL PISTOLIERS	\$10.00
CIT737970	EMPIRE WIZARDS	\$10.00
CIT737888	REIKSGUARD KNIGHTS	\$10.00
CIT738236	ICE QUEEN OF KISLEV	\$10.00
CIT738359	IMPERIAL MORTAR	\$19.00
CIT738472	IMPERIAL GREATSWORD	\$15.50
CIT738502	BORIS TOBRINGER	\$15.50
CIT738519	ALDERBRAND LUDENHOF	\$15.50
CIT738526	VALMIR VON RAUKOV	\$15.50
CIT738533	MARIUS LEITDORF	\$15.50
CIT738540	REIKSMARSHALL KURT HELBOR	\$15.50
CIT738557	SUPREME PATRIARCH	\$15.50
CIT738564	LUDWIG SWARTZHELM	\$15.50
CIT738632	KNIGHTS PANTHER	\$10.00
CIT738649	GRANDMASTER - KNIGHT PANTHERS	\$10.00
CIT738656	KNIGHTS PANTHER	\$10.00
CIT738878	IMPERIAL HALFLING TROOPS	\$15.50
CIT738885	HALFLING HOT POT	\$15.50
CIT738991	IMPERIAL VOLLEY GUN	\$24.00
CIT739066	IMPERIAL FOOT SOLDIERS	\$15.50
CIT739196	IMPERIAL COMMAND GROUP	\$15.50
CIT739219	ARCHERS	\$15.50
CIT739455	IMPERIAL REIKSGARD	\$15.50
CIT739585	IMPERIAL HALBERDIERS	\$15.50
CIT739608	IMPERIAL HANDGUNNERS	\$15.50
CIT739721	GREAT CANNON	\$29.00
CIT739844	TILEAN CROSSBOWMEN	\$15.50
CIT739851	IMPERIAL FLAGELLANTS	\$15.50

ORC & GOBBO BOXED SETS

CIT0823	ORC ROCK LOBBER	\$47.00
CIT0824	ORC WAR WYVERN	\$60.00
CIT0760	ORC WARRIORS	\$15.00
CIT0829	MARAUDER GIANT	\$60.00
CIT0796	BLACK ORC WARRIORS	\$15.00
CIT0755	GOBLIN WARRIORS	\$15.00
CIT0844	GOBLIN WAR CHARIOT	\$47.00
CIT0528	AZHAG THE SLAUGHTERER	\$62.00
CIT0544	GOBLIN WOLF CHARIOT	\$33.00

ORC & GOBBO BLISTERS

CIT747535	ORC BOLT THROWER	\$21.00
CIT747759	GOBBO STICKERS	\$12.00
CIT748079	SNOTLING PUMP WAGON	\$30.00
CIT748105	SNOTLINGS	\$15.50
CIT749058	SWARMS	\$15.50
CIT749300	ARMORED MERCENARY OGRES	\$19.00
CIT752003	SAVAGE ORC BOYZ	\$15.50
CIT752058	SAVAGE ORC BOAR BOYZ	\$10.00

CIT752065	SAVAGE ORC BOAR BOYZ COMMAND	\$10.00
CIT752072	SAVAGE ORC SHAMAN	\$10.00
CIT752102	SAVAGE ORC ARRRER BOYZ	\$15.50
CIT752201	ORC BOYZ	\$15.50
CIT752256	ORC ARRRER BOYZ	\$15.50
CIT752355	ORC COMMAND GROUP	\$15.50
CIT752409	GORFLANG ROTGUT	\$15.50
CIT752416	MORGLUM NECKSNAPPER	\$19.00
CIT752508	SAVAGE ORC COMMAND GROUP	\$15.50
CIT752059	SAVAGE ORC BOARBOYZ (1)	\$11.50
CIT752089	SAVAGE ORC SHAMAN ON BOAR	\$12.50
CIT752553	BLACK ORCS	\$15.50
CIT752607	BLACK ORC COMMAND GROUP	\$15.50
CIT752631	ORC BIG'UN BOSS	\$9.50
CIT752621	ORC BIG'UN COMMAND	\$15.50
CIT752612	ORC BIG'UN WITH HAND WEAPONS	\$15.50
CIT753857	RIVER TROLLS	\$21.00
CIT753987	STONE TROLLS	\$21.00
CIT754052	NIGHT GOBLINS	\$15.50
CIT754182	NIGHT GOBLIN COMMAND	\$15.50
CIT754205	NIGHT GOBLIN FANATICS	\$15.50
CIT754250	SKARSLIK & GLOBBA	\$19.00
CIT754328	GOBLINS	\$15.50
CIT754403	GOBLIN SQUIG HOPPERS	\$10.00
CIT754441	BAT WING LOONIES	\$10.00
CIT754571	NIGHT GOBLIN NET TEAMS	\$15.50
CIT754694	NIGHT GOBLIN SQUIG HERDER	\$15.50
CIT754700	FOREST GOBLINS	\$15.50
CIT754809	FOREST GOBLIN COMMAND	\$15.50
CIT754908	FOREST GOBLIN SPIDER RIDER	\$10.00
CIT882304	GOBLIN HERO ON GIANT SPIDER	\$15.50
CIT882618	GOBLIN WOLF BOYZ	\$10.00
CIT006069	ORC BANNERS	\$12.00
CIT006106	GOBLIN BANNERS	\$12.00
CIT006120	ORC DECALS	\$12.00

DWARF BOXED SETS

CIT0762	DWARVES	\$15.00
CIT0828	THRONE OF POWER	\$47.00
CIT0836	ANVIL OF DOOM	\$47.00
CIT0837	DWARF FLAME CANNON	\$47.00
CIT0840	BUGMANS BREWERS	\$47.00

DWARF BLISTERS

CIT0842	DWARF GYROCOPTER	\$29.00
CITKING	KING KAZADOR	\$15.50
CITGYRO	DWARF GYROCOPTER	\$32.00
CIT743230	DWARF CLANSMEN	\$15.50
CIT743254	DWARF SPEARMEN	\$15.50
CIT743483	DWARF WARRIORS	\$15.00
CIT743506	DWARF SAPPERS	\$15.00
CIT743643	DWARF BOLT THROWER	\$19.00
CIT743742	BUGMANS CART	\$15.00
CIT743759	BUGMANS TROOPERS	\$15.50
CIT743807	GOTREK & FELIX	\$15.50
CIT743827	UNGRIM THE SLAYER	\$15.50
CIT743834	BURLOCK DAMMINSON	\$15.50
CIT743841	KRAGG THE GRIM	\$15.50
CIT743870	THE WHITE DWARF	\$15.50
CIT743889	DRONG THE DWARF LORD	\$9.50
CIT743896	QUEEN HELGA DWARF GENERAL	\$9.50
CIT743919	DWARF HAMMERERS	\$15.50
CIT743926	DWARF HAMMERERS COMMAND	\$15.50
CIT743982	DWARF SLAYER COMMAND	\$12.50
CIT743963	DRUNKEN DWARFS	\$15.50
CIT743940	DWARF RUNESMITH	\$9.50
CIT743957	DWARF MINER CHAMPION	\$9.50
CIT743951	DWARF HERO	\$9.50
CIT880102	DWARF COMMAND GROUP	\$15.50
CIT880256	DWARF ORGAN GUN	\$19.00
CITSIEGE	DWARF SIEGE CANNON	\$20.00
CIT880447	DWARF MINERS	\$15.50
CIT880454	DWARF MINER COMMAND	\$15.50
CIT880515	DWARF CROSSBOWMEN	\$15.50
CIT880911	DWARF TROLL SLAYERS	\$15.50
CIT880928	DWARF GIANT SLAYER	\$15.50
CIT880935	DWARF IRONBREAKERS	\$15.50
CIT880942	DWARF LONGBEARDS	\$15.50
CIT880956	DWARF HAMMERERS	\$15.50
CIT880966	DWARF THUNDERER	\$15.50
CIT880973	DWARF DRAGON SLAYER	\$12.50
CIT880980	DWARF DAEMON SLAYER	\$15.50
CIT7006076	DWARF BANNERS	\$12.00

